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OFFICIAL STRATEGY GUIDE

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The Outfit™



COVERS MICROSOFT® XBOX 360

BASED ON A GAME MATURE 17+
RATED BY THE ESRB M

THQ

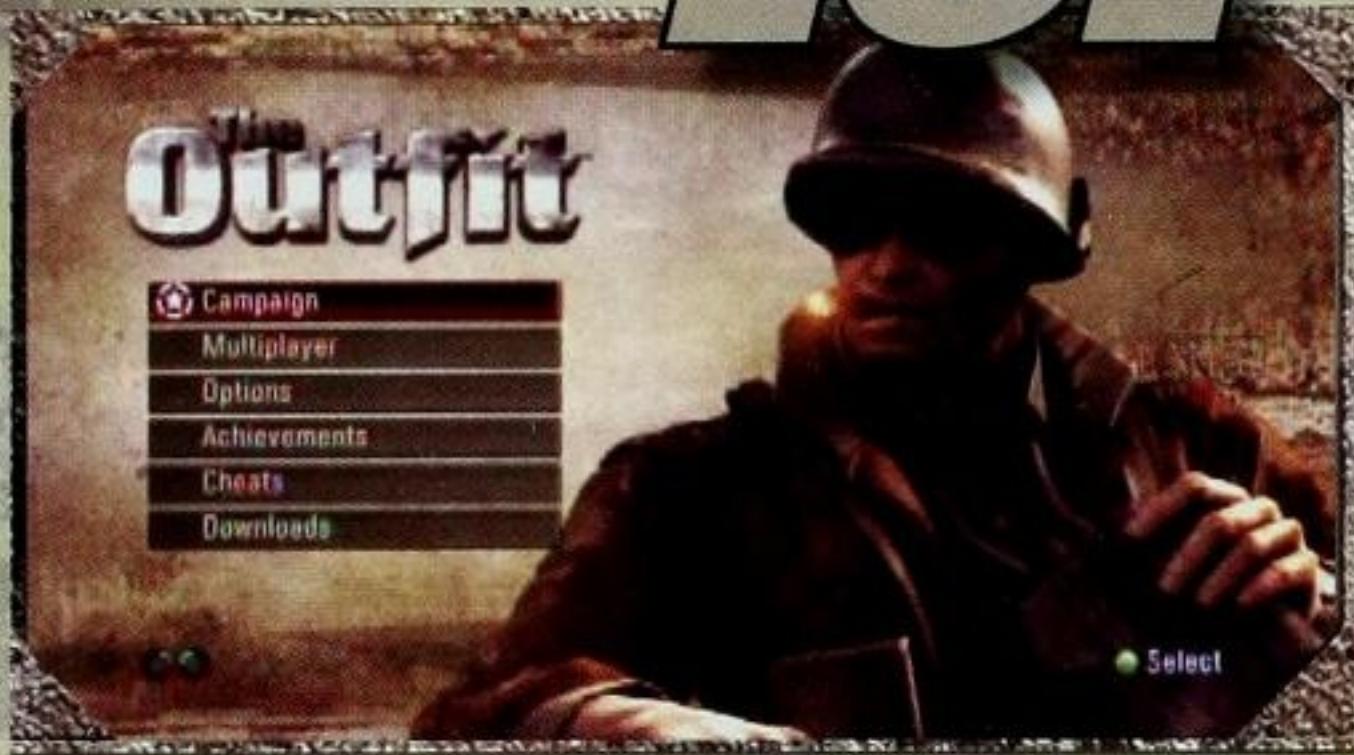
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ENTERTAINMENT

Written by Bart Farkas

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Outfitting for Battle



This chapter takes an inside look at the characters, the weapons, the vehicles, and medal opportunities in *The Outfit*. From the innovative *Destruction on Demand* system to the specialized weapons that can be unlocked, this chapter contains all you need to know to get a running start.

GAME CONTROLS

The Game Controls are available via the Options menu, but for ease of use we present them here for your convenience.



MOVIE THEATER

A Movie Theater selection is under the Campaign Menu. Visiting this area allows you to watch any unlocked movie. When the game is finished, you can sit back and watch the whole story unfold one movie at a time.

GAME STYLES

The *Outfit* has both a single player and a multiplayer component to it, and there are actually several combinations of how the game can be enjoyed, making the game a truly flexible and dynamic experience that can be enjoyed indefinitely. The following are the game modes.

SINGLE-PLAYER CAMPAIGN

The walkthrough in this book is based on the single-player campaign. The goals of the single player campaign are to get through the 12 missions and defeat General Morder.



MULTIPLAYER COOPERATIVE CAMPAIGN

This allows you to buddy up with a friend and play *The Outfit's* single-player missions cooperatively. Playing with a friend adds a whole new layer of fun and excitement to the game, and working together becomes of paramount importance. Multiplayer Cooperative play can be played via XBOX Live, on two systems via a System Link, or on one system (with two controllers) via a split screen. The Multiplayer Cooperative Campaign plays on the same maps as the single player campaign.



MULTIPLAYER VERSUS

This is where the fun really starts. The Multiplayer game is detailed in *Chapter 14*, but suffice to say that there are 12 distinct multiplayer maps for play on XBOX Live, via System Link, or in a split screen format. These games are competitive contests for control of the map's resources.



The screen is split side to side, which is very effective and easy to use.

Characters

There are four main single-player playable characters in *The Outfit*. These are JD Tyler, Tommy Mac, Deuce Williams, and later in the game, Hans Von Beck. In the Multiplayer game, General Victor Morder and Nina Diederich are also available on the German side (along with General Hans Von Beck). This section examines each of these characters in detail.

Captain Deuce Williams

SPEED	SLOW
HEALTH	MEDIUM
STAMINA	LOW
PURCHASING	STRONG

As the leader of The Outfit, Deuce has earned the admiration of his men the hard way in battle. He's repeatedly turned down promotions in order to remain in the field where he can do the most damage. Deuce's Bazooka is an absolutely essential part of many of the early missions since access to tanks often does not come until late in a mission.

DEUCE'S SQUAD COMMAND

Deuce's Squad Command (press Pad Right), MELEE, makes the squad go into melee combat mode. This is effective when you're unexpectedly face-to-face with the Germans.

Primary Weapon: Bazooka



TYPE	ROCKET-PROPELLED GRENADE (ARMOR PIERCING)
FIRING RATE	SLOW
EFFECTIVE AGAINST	ARMOR AND EMPLACEMENTS
RANGE	MEDIUM/LONG

The Bazooka is best used against enemy armor, vehicles, and stationary emplacements like MG Nests and AT Guns.

The Bazooka fires a rocket-propelled grenade that fires in a subtle arc. This is important to note when firing over long distances because one must aim at a high trajectory in order to hit the intended, long-range target.

Tertiary Weapon: Fragmentation Grenade



TYPE	EXPLODING GRENADE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY, EMPLACEMENTS, ARMOR
RANGE	SHORT

The Fragmentation Grenade is a powerful weapon that can be effective against both infantry and armored targets. The challenge with the Fragmentation Grenade is to toss it at just the right location. Obviously, if the enemy sees a Grenade come to them, they tend to run. Fragmentation Grenades are most effective when tossed behind enemy fortifications like sandbagged areas. If the enemy stays behind the sandbags, they die, if they run out, they also die because your squad can shoot them down cleanly.

Secondary Weapon: .45 Revolver



TYPE	STANDARD HANDGUN FIREARM
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT/MEDIUM

The .45 Revolver is a custom gun with a 7.5 inch barrel. As with any handgun, the .45 Revolver is effective at short range but anything farther than about 20 feet becomes a crap shoot.

Bonus Weapon: Heavy Bazooka



TYPE	ROCKET PROPELLED GRENADE (ARMOR PIERCING)
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	ARMOR, EMPLACEMENTS
RANGE	MEDIUM/LONG

The Heavy Bazooka is unlocked for Deuce once two single-player medals have been achieved. In the multiplayer game, the Great Score Medal must be achieved in order for Deuce to have access to this weapon. As one might expect, the Heavy Bazooka is a bigger and badder version of the standard Bazooka that Deuce carries. It's an excellent portable anti-tank weapon to have at your disposal.

Bonus Weapon: Anti-Tank Rifle



TYPE	ARMOR PIERCING WARHEAD
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	ARMOR, EMPLACEMENTS
RANGE	MEDIUM/LONG

The Anti-Tank Rifle is another powerful weapon in Deuce's arsenal. It has a higher rate of fire than either of his bazookas and works incredibly well against armor.

Lieutenant John Davis Tyler

SPEED	FAST
HEALTH	MEDIUM
STAMINA	HIGH
PURCHASING	WEAK

Although John Davis Tyler (JD for short) was born and raised in New York City, he spent his early years with his grandfather in the backwoods of New England where he learned his now-legendary stealth, tracking, and sniping skills. Indeed, JD's Sniper Rifle is a key ingredient to the success of many missions.

JD'S SPECIAL SQUAD COMMAND

JD's special squad command (press Pad Right), ASSAULT, tells the squad to assault an enemy vehicle!

Primary Weapon: Light Rifle



TYPE	RIFLE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	MEDIUM/LONG

As a starting long-range weapon, JD's Light Rifle is an effective weapon for picking off enemies from afar. However, as soon as you can, grab one of his bonus weapons since they enhance JD's long-range capabilities.

Secondary Weapon: Trench Shotgun



TYPE	SAWED-OFF SHOTGUN
FIRING RATE	MEDIUM/HIGH
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT

The Trench Shotgun fires a wide blast of buckshot pellets, so it's best used for those up close and personal encounters when you are face-to-face with the enemy. The power of this shotgun is considerable and it can crush any enemy with a single close range shot.

Tertiary Weapon: Molotov Cocktail



TYPE	EXPLODING GRENADE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY, EMPLACEMENTS, ARMOR
RANGE	SHORT

Named after Vyacheslav Mikhailovich Molotov (a Soviet politician in the 1930s), the Molotov Cocktail is simply a bottle, or some other receptacle, filled with gasoline, petrol, or other combustible fluid. A rag or cloth is stuffed into the top of the receptacle and is then set on fire. Once burning, the container can be tossed toward whatever you want to blow up/burn. Extremely inexpensive, the Molotov can be made anywhere from commonly found objects, making it a popular weapon even today. In The Outfit, Molotovs are most effective when used against emplacements and large groups of enemy infantry.

Bonus Weapon: Rifle



TYPE	RIFLE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	LONG

The Rifle can be accessed in the single-player game by winning four medals. In the multiplayer version, the Rifle is unlocked with the Great Shooting medal. The Rifle is an improvement on the Sniper Rifle and is very effective for taking out enemies from afar with head shots.

Bonus Weapon: Sniper Rifle



TYPE	RIFLE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	LONG

The Sniper Rifle is a powerful long-range high-accuracy weapon that can take down any enemy from long distance. While the Sniper Rifle has solid stopping power, hitting the enemy in the head is the only way to guarantee success with one shot. Practice headshots and the Sniper Rifle can be your best friend. For example, shooting down the gunner of a .50 Cal MG emplacement with a single shot can give your squad the time they need to overrun the area.

Sgt. Thomas 'MAC' MacIntyre

SPEED	AVERAGE
HEALTH	HIGH
STAMINA	MEDIUM
PURCHASING	WEAK

Tommy Mac is a big Iowa farm boy. All brawn and no finesse, his straightforward style and incredible strength have given him a well-earned reputation for getting the job done.

TOMMY'S SPECIAL SQUAD COMMAND

Tommy's special squad command is TEAR GAS (press Pad Right). The squad throws the tear gas at the enemy, but it only works against emplacements. However, it's extremely effective when used correctly.

Primary Weapon: Grease Gun



TYPE	MACHINE GUN
FIRING RATE	HIGH
EFFECTIVE AGAINST	INFANTRY, EMPLACEMENTS
RANGE	SHORT

The Grease Gun is a powerful weapon that works well against small groups of enemy soldiers. The gun stops working if it gets too hot, so fire in short bursts if possible. The stopping power of the Grease Gun is relatively light, but the rate of fire makes up for this shortcoming.

Secondary Weapon: Flamethrower



TYPE	BURNING LIQUID FUEL GUN
FIRING RATE	LOW
EFFECTIVE AGAINST	EMPLACEMENTS, ARMOR
RANGE	SHORT/MEDIUM

One of the most frightening weapons in any conflict, the Flamethrower shoots and ignites compressed liquid fuel onto the enemy soldier or emplacement. The Flamethrower can only shoot for relatively short bursts, but it's extremely powerful and can take out entire squads of infantry in a matter of seconds.

Tertiary Weapon: Sticky Bomb



TYPE	STICKY EXPLODING GRENADE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY, EMPLACEMENTS, ARMOR
RANGE	SHORT

In real life, the Sticky Bomb was British and was called the No. 74 ST, or "Sticky Bomb" for short. Full of nitroglycerin, the Sticky Bombs were basically a specialized grenade with an extremely sticky adhesive on them so that they would literally stick to anything they touched. Sticky Bombs are highly effective for taking out enemy armor because if you can hit the armor with the bomb, it'll stick, thereby eliminating the armor's chances of moving away from the impending explosion.

Bonus Weapon: Light Machine Gun



TYPE	AUTOMATIC GUN
FIRING RATE	HIGH
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT/MEDIUM

Tommy's Light Machine Gun is fantastic for taking out groups of five or six enemies at close to medium range. The most important thing about this weapon is to keep an eye on the heat gauge. The weapon seizes if it gets too hot and has to cool off for 4 or 5 seconds before it can be used again. Try to fire in short controlled bursts for the best effect.

Bonus Weapon: Submachine Gun



TYPE	MACHINE GUN
FIRING RATE	FAST
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT/MEDIUM

Another solid anti-infantry weapon, the Submachine Gun can spray into a crowd of Axis soldiers and do fantastic damage at close range. It has superior stopping power and will be your weapon of choice as soon as you obtain it.

General Hans Von Beck

SPEED
HEALTH
STAMINA
PURCHASING

SLOW
MEDIUM
LOW
STRONG

Originally thought to be the bad guy in The Outfit, it turns out that Von Beck was one of the German Generals responsible for a failed attempt on Hitler's life. In the single-player version of The Outfit, Von Beck becomes available for the last three missions.

VON BECK'S SPECIAL SQUAD COMMAND

When Von Beck becomes available in campaign mode, you gain access to the SURRENDER squad command (press Pad Right). This makes the enemy believe that Von Beck's squad is going to surrender. In the Multiplayer version, Von Beck's squad command is similar to Deuce's MELEE command.

Primary Weapon: Sturmpistole



TYPE	FLARE GUN
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	EMPLACEMENTS, ARMOR
RANGE	MEDIUM/LONG

The Sturmpistole is a modified flare gun that could carry an armor piercing round. While obviously not as accurate as a weapon with a longer barrel, the Sturmpistole is surprisingly effective, especially against emplacements like MG nests and light armored cars. While not as powerful as Deuce's Bazooka, the Sturmpistole has a higher rate of fire and is a solid replacement.

Secondary Weapon: Hunting Shotgun



TYPE	LONG-BARRELED SHOTGUN
FIRING RATE	LOW
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT/MEDIUM

Like any Shotgun, the Hunting Shotgun isn't a long-range weapon, but since it has such a long barrel it turns this buckshot weapon into a mid-range infantry killer. Think of this as a Trenchgun with legs—it can destroy enemy infantry at medium distances.

Tertiary Weapon: Potato Masher (Steilhandgranate)



TYPE	THROWN GRENADE
FIRING RATE	LOW
EFFECTIVE AGAINST	EMPLACEMENTS, ARMOR, INFANTRY GROUPS
RANGE	SHORT/MEDIUM

Von Beck's Potato Masher grenades travel farther than any other character's grenades, making them excellent for lobbing into enemy fortifications. A cylindrical container full of explosives, the Potato Masher had a wooden handle which gave it its distinctive shape.

Bonus Weapon: Panzerschrek



TYPE	ANTI-TANK WEAPON
FIRING RATE	LOW
EFFECTIVE AGAINST	HEAVY ARMOR, GUN EMPLACEMENTS
RANGE	MEDIUM/LONG

The Panzerschrek was one of Germany's most effective anti-tank weapons in WWII. Unlike the Bazooka, the Panzerschrek could penetrate up to 200mm of enemy armor, making it an outstanding tool for destroying allied tanks. In this game the Panzerschrek is an excellent weapon for heavy enemy armor.

Bonus Weapon: Panzerfaust



TYPE	ANTI-TANK WEAPON
FIRING RATE	SLOW
EFFECTIVE AGAINST	ARMOR, EMPLACEMENTS
RANGE	MEDIUM/LONG

In real life, the Panzerfaust was a disposable anti-tank weapon that was distributed to civilians and military personnel alike. The Panzerfaust's main drawback was its inaccuracy, but, in The Outfit, it is a fine weapon that lacks some of the stopping power of the Panzerschrek.

Nina Diederich

SPEED	FAST
HEALTH	MEDIUM
STAMINA	HIGH
PURCHASING	WEAK

Nina is one of General Morder's most ardent followers and indeed, one could say that she's Morder's right-hand man – so to speak. A tenacious fighter, Deiderich learns a harsh lesson in the single-player mission.

NINA'S SPECIAL SQUAD COMMAND

In Multiplayer, Nina's squad command is similar to JD's ASSAULT command.

Primary Weapon: Light Rifle



TYPE	RIFLE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	MEDIUM/LONG

The Light Rifle is a decent mid to long-range gun that is best used for taking out enemy infantry from mid- to long-range. It's much more effective than a handgun and can be a perfect support weapon.

Secondary Weapon: Pistol



TYPE	HANDGUN
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT

Nina's Lugar Pistol is effective only against the enemy in relatively close-combat situations. Don't pull it out unless you can see the whites of the enemy's eyes.

Tertiary Weapon: Molotov Cocktail



TYPE	EXPLODING GRENADE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY, EMPLACEMENTS, ARMOR
RANGE	SHORT

The Molotov Cocktail was named after a Soviet politician from the 1930s. It's a impromptu incendiary bomb made from a bottle filled with a flammable fluid, most often gasoline or kerosene.

A rag's jammed into the neck of the bottle and lit so that, when thrown, it lights the fluid that quickly spreads to engulf the target. It's extremely inexpensive and effective against emplacements and congested infantry.

Bonus Weapon: Rifle



TYPE	RIFLE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	MEDIUM/LONG

Nina's Rifle is a nice upgrade and something to work toward. It has a solid range and adequate stopping power. Of course, it's much more powerful when used to pick off enemies at range.

Bonus Weapon: Sniper Rifle



TYPE	RIFLE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	MEDIUM/LONG

This is the best long-range anti-infantry weapon in the game. Go for headshots and try to pin enemies down from cover to take full advantage of this weapon's long-range potential.

General Viktor Morder

SPEED	FAST
HEALTH	HIGH
STAMINA	MEDIUM
PURCHASING	WEAK

General Morder is the evil one in The Outfit. In the Single-Player and Cooperative games this is the man you work through 12 missions to destroy. A ruthless leader, Morder has no hesitation when it comes to punishing those who he feels don't live up to his standards.

MORDER'S SPECIAL SQUAD COMMAND

In Multiplayer, Morder's squad command is similar to Mac's TEAR GAS command.



Primary Weapon: MP 44

TYPE	MACHINE GUN
FIRING RATE	HIGH
EFFECTIVE AGAINST	INFANTRY
RANGE	MEDIUM/LONG

The MP 44 is the top of the line of automatic weapons. Known in German as the Machenin Pistole 44, it was considered by many to be the first Assault Rifle ever made. It combines accuracy with superior stopping power and an amazing rate of fire. Fire in short controlled bursts to get the most out of the MP 44.

Secondary Weapon: Flamethrower



TYPE	BURNING LIQUID FUEL GUN
FIRING RATE	HIGH
EFFECTIVE AGAINST	INFANTRY, EMPLACEMENTS
RANGE	SHORT

One of the most frightening weapons in any conflict, the Flamethrower shoots compressed liquid fuel (that's burning) onto the enemy soldier or emplacement. The Flamethrower can only shoot for relatively short bursts, but it is extremely powerful and can take out entire squads of infantry in a matter of seconds.

Tertiary Weapon: Sticky Grenade



TYPE	STICKY EXPLODING GRENADE
FIRING RATE	LOW
EFFECTIVE AGAINST	EMPLACEMENTS, ARMOR
RANGE	SHORT/MEDIUM

The Sticky Grenade is much like Mac's. It has the same properties and can stick to armor and entrenched emplacements to great effectiveness. If you're close enough to get one of these onto a target, the only thing you'll have to worry about is getting away quickly enough.

Bonus Weapon: MG-34



TYPE	MACHINE GUN
FIRING RATE	FAST
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT/MEDIUM

The MG-34 is a powerful machine gun that can take out large groups of enemy infantry at short- to mid-range. Don't get too comfortable if you fall back to mid-range. If you can get cover and suppress enemies or wipe out an advancing force, you'll be much better off.

Bonus Weapon: MG-42



TYPE	MACHINE GUN
FIRING RATE	FAST
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT/MEDIUM

The MG-42 was one of the most feared weapons in WWII. The MG-42 was responsible for much of the havoc wreaked on the beaches on D-Day. In this game, it's a great weapon for mowing through enemies and has fantastic stopping power.

Vehicles & Heavy Weapons

This section looks at the main vehicles in *The Outfit*, with detailed tables that compare all heavy weapons, armor, and vehicles. Axis and Allied units are included together since they are often used interchangeably and can be commandeered on the battlefield no matter what side you are on.

MAIN STRUCTURES

There are four main structures that are important in *The Outfit*. The Armory, the Motor Pool, the Radio Tower, and the Strategic Objective Markers. Capturing these locations is the focus of every mission. Despite their other functions, each of these structures also function as respawn points in the unlikely event of your death, so keeping and holding locations like this can save considerable time and resources.

Armory

The Armory gives you access to larger AT Guns and MG Nests. Having an Armory allows you to order up the high-



end weapons that may turn the tide of a battle.

Motor Pool

Arguably the most important structure in the game, the Motor Pool gives you access to order up Tanks, high-end halftracks and armored cars, and ultimately the highest-end vehicles in the game.



Radio Tower

The Radio Tower allows you to call in Air Strikes and Artillery Strikes. These offensive weapons are extremely powerful, making the acquisition of the Radio Tower a priority in most missions. Calling in Air Strikes can save the day in nearly every mission if they are handled properly. Enemy emplacements deep in AT Guns and infantry can be thinned out in a hurry with a single phone call.



Strategic Objective Marker

These serve no function other than to give you a respawn point close to the action. They mark the progress on the map and are sometimes tied to Medals, so take and keep them at all costs.



VEHICLES & HEAVY WEAPONS

LIGHT VEHICLES

This group encompasses all vehicles that don't have armor, treads and/or a turret. These are the light to mid-level armored vehicles used to get you from point A to B with some protection. This class of vehicles is excellent to use against infantry.

COST VARIANCES

How much Destruction on Demand Items cost depends on who is buying the items. Therefore, the costs we list here are the base amounts—these amounts can be greater or less depending on which character is purchasing.



4x4 (Allied)

The 4x4 is a basic 4x4. It has a .30 Cal machine gun mounted on it, which gives it some abilities against infantry, but be warned that the functional arc of this gun is limited to the direction in

PRIMARY WEAPON	.30 CAL MACHINE GUN
SECONDARY WEAPON	N/A
SPEED	FAST
ARMOR	LOW
REQUIRES MOTOR POOL	NO
COST	175

which the vehicle is pointed. Be careful not to flip the 4x4 by going around turns too quickly, and don't go up against AT Guns or armor with one.

Gun Car (Axis)

This is the German equivalent of the 4x4. With an MG 34 machine gun mounted above the driver (this is a .30 Cal gun), the Gun Car is similarly fast and nimble, but cannot stand up

PRIMARY WEAPON	MG 34 .30 CAL MACHINE GUN
SECONDARY WEAPON	N/A
SPEED	FAST
ARMOR	LOW
REQUIRES MOTOR POOL	NO
COST	175

to any heavy fighting. Best used when approaching infantry emplacements.

Bazooka 4x4 (Allied)

The 4x4 is just like the .30 Cal 4x4 except that the weapon on it is a Bazooka. This is a poor man's anti-tank weapon. To be effective against enemy emplacements or armor, use its speed

PRIMARY WEAPON	BAZOOKA
SECONDARY WEAPON	N/A
SPEED	FAST
ARMOR	LOW
REQUIRES MOTOR POOL	NO
COST	225

to avoid being hit by enemy shells. One hit is all that it takes to destroy one of these.

Cannon Car (Axis)

The Cannon Car carries an anti-tank cannon that can take out enemy armor with several shots. Basically a Panzerschrek on wheels, the Cannon Car cannot take much damage so it's

PRIMARY WEAPON	28MM CANNON
SECONDARY WEAPON	N/A
SPEED	FAST
ARMOR	LOW
REQUIRES MOTOR POOL	NO
COST	325

important to use its speed to strike the enemy quickly.

Halftrack (Allied)

The Halftrack is a half car half tank type vehicle with large treads on the rear portion. This Halftrack has a .50 Cal gun mounted on it as well. The .50 Cal gun is powerful enough to take out small MG nests and deal with almost any group of enemy infantry. The Halftrack is also

PRIMARY WEAPON	.50 CAL MACHINE GUN
SECONDARY WEAPON	N/A
SPEED	MEDIUM
ARMOR	MEDIUM
REQUIRES MOTOR POOL	NO
COST	200

better armored than the 4x4s and therefore affords you more protection as you approach enemy positions.

Wagen (Axis)

The Wagen is the German version of a Halftrack. With a 7.92mm gun on it, and reasonable armor, the Wagen is an excellent troop movement/infantry assault vehicle.

PRIMARY WEAPON	7.92 CAL MACHINE GUN
SECONDARY WEAPON	N/A
SPEED	MEDIUM
ARMOR	MEDIUM
REQUIRES MOTOR POOL	NO
COST	200

75mm Halftrack (Allied)

This Halftrack has a 75mm cannon on it, making it a very reasonable anti-tank weapon. The only catch is that in terms of armor it can't match up against enemy tanks. Still, when attacking

PRIMARY WEAPON	75MM CANNON
SECONDARY WEAPON	N/A
SPEED	MEDIUM
ARMOR	MEDIUM
REQUIRES MOTOR POOL	YES
COST	400

an enemy encampment, the 75mm Halftrack is an excellent weapon. Of course, you need a Motor Pool to order one!



Flampanzerwagen (Axis)

PRIMARY WEAPON	FLAMETHROWER
SECONDARY WEAPON	N/A
SPEED	MEDIUM
ARMOR	MEDIUM
REQUIRES MOTOR POOL	YES
COST	300

This Halftrack has a powerful Flamethrower mounted on it, making it a powerful tool for rooting out enemy infantry that's hiding behind sandbags or tank traps.



Rocketwagen (Axis)

The Rocketwagen is a German Halftrack with four rocket launchers (two on each side) mounted on it. Aiming of the rockets is limited, but this is very powerful weapon that can fire many

rockets in a single volley, and it even has a 7.92mm Machine Gun as backup.

PRIMARY WEAPON	QUAD ROCKET LAUNCHERS
SECONDARY WEAPON	7.92MM MACHINE GUN
SPEED	MEDIUM
ARMOR	MEDIUM
REQUIRES MOTOR POOL	YES
COST	400



Quad .50 Halftrack (Allied)

PRIMARY WEAPON	FOUR .50 CALIBER MACHINE GUNS
SECONDARY WEAPON	N/A
SPEED	MEDIUM
ARMOR	MEDIUM
REQUIRES MOTOR POOL	YES
COST	300

This Halftrack has four .50 Caliber machine guns on a single mounting, making it a solid anti-aircraft gun, or a super powerful attack gun for attacking soft targets.

HEAVY VEHICLES

This group encompasses all of the heavily-armored vehicles such as tanks and tank variants like the German Wirblewind. These are the big-daddy vehicles that are the most desirable to have during gameplay, but they are also the most expensive to purchase and repair. Likewise, they can attract the most attention on the battlefield because many players like to eliminate the most powerful enemy first.



Greyhound (Allied)



The Greyhound is a speedy armored car/tank hybrid (medium armor with wheels instead of treads), and sports a 37mm Cannon along with a .50 Caliber machine gun. This is an excellent weapon for quick attacks on enemy targets with AT Guns and light armor. The speed of the

Greyhound (as its name suggests) is impressive.

PRIMARY WEAPON	37MM CANNON
SECONDARY WEAPON	.50 CAL MACHINE GUN
SPEED	FAST
ARMOR	MEDIUM
REQUIRES MOTOR POOL	YES
COST	400

Puma (Axis)

The Puma is very much like the Greyhound and, in the single-player game, you come up against the Puma frequently. The Puma is an excellent weapon because of its speed and its

PRIMARY WEAPON	50MM CANNON
SECONDARY WEAPON	7.92MM MACHINE GUN
SPEED	FAST
ARMOR	MEDIUM
REQUIRES MOTOR POOL	YES
COST	400

larger 50mm cannon, which can make quicker work of enemies than the 37mm cannon on the Greyhound.

Wirblewind (Axis)

Translated literally, Wirblewind means "Whirling Wind" and once you get a look at the four 20mm Cannons on this puppy you'll see why. Part Tank and part AA Gun, the heavily armored Wirblewind is an outstanding weapon against mid-ranged targets like infantry emplacements,

PRIMARY WEAPON	FOUR 20MM CANNONS
SECONDARY WEAPON	N/A
SPEED	SLOW
ARMOR	HIGH
REQUIRES MOTOR POOL	YES
COST	700

MG nests, light armored cars and AT Guns. Of course, it's also a mobile AA Gun when needed.

Crocodile (Allied)

The Crocodile is a Tank with a high-powered Flamethrower on it. It's best used in confined quarters to take out groups of enemy soldiers and units that are tightly bunched.

PRIMARY WEAPON	FLAMETHROWER
SECONDARY WEAPON	.50 CAL MACHINE GUN
SPEED	SLOW
ARMOR	HIGH
REQUIRES MOTOR POOL	YES
COST	750

Tank (Allied)

The Tank has a 75mm Cannon and a .50 Cal machine gun, making it perhaps the best balance of cost vs. effectiveness for the Allies. Although slow, the power of its cannon and its heavy armor make it a formidable weapon.

PRIMARY WEAPON	75MM CANNON
SECONDARY WEAPON	.50 CAL MACHINE GUN
SPEED	SLOW
ARMOR	HIGH
REQUIRES MOTOR POOL	YES
COST	900

Panzer (Axis)

The standard German Tank, the Panzer comes equipped with a 75mm Cannon and can do everything the Allied Tank can do. The Panzer isn't as desirable as the Panther Tank, but

PRIMARY WEAPON	75MM CANNON
SECONDARY WEAPON	7.92MM MACHINE GUN
SPEED	SLOW
ARMOR	HIGH
REQUIRES MOTOR POOL	YES
COST	900

considering the cost difference the Panzer is a bargain for what you get.

Calliope (Allied)

The Calliope is a modified Allied Tank with a rocket launching rack on the top of it. It can fire rockets at a constant rate that's amazingly fast. Of course, the rockets don't pack as much punch as cannon shells and they aren't as accurate, but the sheer volume of rockets that comes

PRIMARY WEAPON	ROCKETS
SECONDARY WEAPON	.50 CAL MACHINE GUN
SPEED	SLOW
ARMOR	HIGH
REQUIRES MOTOR POOL	YES
COST	1200

out of the Calliope make it one of the two most prized vehicles in the game.

Panther Tank (Axis)

This is far and away the best pure tank in the game. The Panther has the highest armor rating in the game, and its powerful cannon and machine gun make it the king of the battlefield. The Calliope is powerful, but the Panther is pure high-end tank. Be forewarned that the machine

PRIMARY WEAPON	75MM CANNON
SECONDARY WEAPON	7.92MM MACHINE GUN
SPEED	SLOW
ARMOR	ULTRA-HIGH
REQUIRES MOTOR POOL	YES
COST	1200

gun in the Panther only fires in a very narrow range in the front of the tank.

AXIS VEHICLE COMPARISON TABLE

AXIS VEHICLE	PRIMARY WEAPON	SECONDARY WEAPON	SPEED	ARMOR	REQUIRES MOTOR POOL?	COST (FUS)
GUN CAR	MG34 MACHINE GUN	N/A	FAST	LOW	NO	175
CANNON CAR	28MM CANNON	N/A	FAST	LOW	NO	325
PUMA	50MM CANNON	7.92MM MACHINE GUN	FAST	MEDIUM	YES	400
WAGEN	7.92MM MACHINE GUN	N/A	MEDIUM	MEDIUM	NO	200
FLAMMPANZERWAGEN	FLAMETHROWER	N/A	MEDIUM	MEDIUM	YES	300
ROCKETWAGEN	ROCKETS	7.92MM MACHINE GUN	MEDIUM	MEDIUM	YES	400
PANZER	75MM CANNON	7.92MM MACHINE GUN	SLOW	HIGH	YES	900
WIRBLEWIND	QUAD 20MM CANNONS	N/A	SLOW	HIGH	YES	700
PANTHER	75MM CANNON	7.92MM MACHINE GUN	SLOW	ULTRA HIGH	YES	1200

ALLIED VEHICLE COMPARISON TABLE

ALLIED VEHICLE	PRIMARY WEAPON	SECONDARY WEAPON	SPEED	ARMOR	REQUIRES MOTOR POOL?	COST (FUS)
4X4	.30CAL MACHINE GUN	N/A	FAST	LOW	NO	175
BAZOOKA 4X4	BAZOOKA	N/A	FAST	LOW	NO	225
GREYHOUND	37MM CANNON	.50CAL MACHINE GUN	FAST	MEDIUM	YES	400
HALFTRACK	.50CAL MACHINE GUN	N/A	MEDIUM	MEDIUM	NO	200
75MM HALFTRACK	75MM CANNON	N/A	MEDIUM	MEDIUM	YES	400
QUAD .50 HALFTRACK	QUAD .50CAL MACHINE GUN	N/A	MEDIUM	MEDIUM	YES	300
TANK	75MM CANNON	.50CAL MACHINE GUN	SLOW	HIGH	YES	900
CROCODILE	FLAMETHROWER	.50CAL MACHINE GUN	SLOW	HIGH	YES	750
CALLOPE	ROCKETS	.50CAL MACHINE GUN	SLOW	HIGH	YES	1200

OTHER ARMAMENTS

This section examines Machine Gun (MG) nests and Anti-Tank (AT) Guns. These are very important elements of *The Outfit* since they can be purchased and dropped in via the Destruction on Demand menu.

ANTI-TANK GUNS

These are mostly the same for both sides, and although they may look esthetically different, the actual guns function the same way for both sides.



37mm Anti-Tank Gun (Allied/Axis)

This is a solid performer and one that can be ordered without an Armory on board. The 37mm gun is inexpensive enough that it can be placed almost anywhere to help back up your armor

as it fights it out against the enemy.

GUN	37MM CANNON
FIRING RATE	SLOW
FIRING ARC	130 DEGREES
REQUIRES ARMORY	NO
COST	250





50mm Anti-Tank Gun (Allied/Axis)

The next step up, the 50mm AT Gun is important because the added power of its attack means that fewer shells must make contact with an enemy tank before destroying it.

GUN	50MM CANNON
FIRING RATE	SLOW
FIRING ARC	130 DEGREES
REQUIRES ARMORY	YES
COST	275

75mm Anti-Tank Gun (Allied/Axis)

The big daddy of AT Guns, the 75mm costs a considerable amount, but it should because the gun on it is the same as that on the Panther Tank. The 75mm gun can take out an armored car in one shot.

GUN	75MM CANNON
FIRING RATE	SLOW
FIRING ARC	130 DEGREES
REQUIRES ARMORY	YES
COST	650

ALLIED EMPLACEMENTS COMPARISON TABLE

ALLIED EMPLACEMENT	FIRING RATE	FIRING ARC	REQUIRES ARMORY	COST (FIELD UNITS)
37MM ANTI-TANK GUN	SLOW	130 DEGREES	NO	250
50MM ANTI-TANK GUN	SLOW	130 DEGREES	YES	275
75MM ANTI-TANK GUN	SLOW	130 DEGREES	YES	600
.30 CAL MACHINE GUN NEST	MEDIUM	130 DEGREES	NO	100
.50 CAL MACHINE GUN NEST	MEDIUM/FAST	130 DEGREES	YES	110
40MM AA GUN NEST	FAST	360 DEGREES	YES	250

MACHINE GUNS

These are vitally important throughout the game.

Placing several MG Nests to help defend an area can completely take the worry of advancing infantry off your hands.



.30 Cal Machine Gun (Allied)

FIRING RATE	MEDIUM
FIRING ARC	130 DEGREES
REQUIRES ARMORY	NO
COST	100

The .30 Cal is inexpensive and does an excellent job against all infantry enemies, but buckles under any heavy fire or grenade attacks.





MG 34 Machine Gun (Axis)

The MG 34 is the equivalent of the .30 Caliber Allied gun. It also inexpensive and does an excellent job against all infantry enemies, but buckles under any heavy fire or grenade attacks.

FIRING RATE	MEDIUM
FIRING ARC	130 DEGREES
REQUIRES ARMORY	NO
COST	100



MG 42 Machine Gun (Axis)

The MG 42 was one of the most feared machine guns in WWII. It was MG 42s that rained bullets down on the troops advancing up the beaches on D-Day

FIRING RATE	MEDIUM/FAST
FIRING ARC	130 DEGREES
REQUIRES ARMORY	YES
COST	110



.50 Cal Machine Gun (Allied)

The .50 Cal is the large and more effective MG Nest for the Allies. At only 110 FUs it's well worth the extra cash to get the .50 Cal over the .30 Cal.

FIRING RATE	MEDIUM
FIRING ARC	130 DEGREES
REQUIRES ARMORY	YES
COST	110



40mm AA Gun Nest (Allied)

This is a quad-barrel AA Gun that is obviously used for Anti-Aircraft purposes, but the fact of the matter is that this particular gun makes an excellent anti-infantry weapon as well. Place a pair of

these by a choke point and watch the enemy infantry fall.

FIRING RATE	FAST
FIRING ARC	360 DEGREES
REQUIRES ARMORY	YES
COST	250



Wirblewind AA Gun (Axis)

Like the 40mm AA Gun nest of the Allies, the Wirblewind is an excellent tool for cutting down any advancing enemy infantry. The power of the quad guns is very impressive and can even

take out MG Nests and lightly armored cars.

FIRING RATE	FAST
FIRING ARC	360 DEGREES
REQUIRES ARMORY	YES
COST	250

AXIS EMPLACEMENTS COMPARISON TABLE

AXIS EMPLACEMENTS	FIRING RATE	FIRING ARC	REQUIRES ARMORY	COST (FIELD UNITS)
37MM ANTI-TANK GUN	SLOW	130 DEGREES	NO	250
50MM ANTI-TANK GUN	SLOW	130 DEGREES	YES	275
75MM ANTI-TANK GUN	SLOW	130 DEGREES	YES	600
MG34 MACHINE GUN	MEDIUM	130 DEGREES	NO	100
MG42 MACHINE GUN NEST	MEDIUM/FAST	130 DEGREES	YES	110
40MM AA GUN NEST	FAST	360 DEGREES	YES	250
WIRBLEWIND AA GUN NEST	FAST	360 DEGREES	YES	250

DESTRUCTION ON DEMAND

As mentioned in the Manual, *Destruction on Demand* is a system that allows the player to order up reinforcements during the battle, making the gameplay very exciting and dynamic. Some weapons/vehicles are limited by what you have captured, for example Air and Artillery Strikes are not an option unless a Radio Tower is under your control. Likewise most tanks are only available after the Motor Pool is captured while everything else falls under the category of the Armory.



The unit of currency is the Field Unit, or FU. These are earned when you capture Strategic Objectives of all sorts, or when an enemy soldier, vehicle, or emplacement is destroyed. Destroying a Panzer tank, for example, yield over 400 FUs. Use this currency carefully to aid your missions as you play through The Outfit.

EARNING FIELD UNITS (SINGLE-PLAYER)

Field units are earned by: destroying Nazi soldiers/manned emplacements/manned vehicles, capturing (strategic objectives and locations that can be captured), completing objectives/medals.

EARNING FIELD UNITS (MULTIPLAYER)

In all modes, field units are earned by destroying soldiers/manned emplacements/manned vehicles of the enemy team, capturing (as above), and by finding Field Unit crates that parachute in during the mission.

GENERAL PURCHASABLE ITEMS

These are the items that fall outside the category of vehicles, tanks, or weaponry. These are all critical to your success in the game whether you're playing Single Player, Cooperative Play, or Multiplayer.

Reinforcements – 25 field units per soldier

Air Strikes – 300 field units
(requires Radio Tower)

Artillery Strikes – 700 field units
(requires Radio Tower)

Wiretap – 200 field units
(requires Radio Tower, multiplayer only)

Bridge Replacement – 250 Field Units

► DESTRUCTION ON DEMAND UNLOCKING SCHEDULE

The weapons in Destruction on Demand unlock as you play through the game. This section show you exactly what unlocks upon the completion (or partial completion) of each of the 12 single-player missions.

Mission 1: The Beachhead

.37MM ANTI-TANK GUN
.30 CAL MACHINE GUN NEST
4X4
HALFTRACK
TANK
AIR STRIKE

Mission 2: Into the Fray

.37MM ANTI-TANK GUN
.30 CAL MACHINE GUN NEST
.50 CAL MACHINE GUN NEST
4X4
HALFTRACK
CROCODILE TANK

Mission 3: Yo Adrienne

.37MM ANTI-TANK GUN
.30 CAL MACHINE GUN NEST
.50 CAL MACHINE GUN NEST
4X4
HALFTRACK
TANK
AIR STRIKE

Mission 4: Mortain

.37MM ANTI-TANK GUN
.30 CAL MACHINE GUN NEST
.50 CAL MACHINE GUN NEST
4X4
HALFTRACK
TANK
AIR STRIKE

Mission 5: Assault On Rochereau

.37MM ANTI-TANK GUN
57MM ANTI-TANK GUN
.30 CAL MACHINE GUN NEST
.50 CAL MACHINE GUN NEST
4X4
BAZOOKA 4X4
HALFTRACK
75MM HALFTRACK
TANK
AIR STRIKE

MISSION 6: SEE THE LIGHT

.37MM ANTI-TANK GUN
.57MM ANTI-TANK GUN
.30 CAL MACHINE GUN NEST
.50 CAL MACHINE GUN NEST
4X4
BAZOOKA 4X4
GREYHOUND
HALFTRACK
75MM HALFTRACK
TANK
.AIR STRIKE

Mission 7: Sole Survivors

.37MM ANTI-TANK GUN
.57MM ANTI-TANK GUN
.30 CAL MACHINE GUN NEST
.50 CAL MACHINE GUN NEST
4X4
BAZOOKA 4X4
HALFTRACK
75MM HALFTRACK
TANK
CROCODILE TANK
AIR STRIKE

Mission 8: Vengeance

ALL VEHICLES AND EMPLACEMENTS EXCEPT THE CALLIOPE AND ARTILLERY STRIKE

Mission 9: Crossing Over

ALL ALLIED VEHICLES AND EMPLACEMENTS
ALL NAZI VEHICLES AND EMPLACEMENTS EXCEPT FOR THE PANTHER TANK

Mission 10: Iron Zeppelin

ALL ALLIED VEHICLES AND EMPLACEMENTS
ALL NAZI VEHICLES AND EMPLACEMENTS

Mission 11: The Gates of Hell

ALL ALLIED VEHICLES AND EMPLACEMENTS
ALL NAZI VEHICLES AND EMPLACEMENTS
AIR STRIKE (UNLOCKED DURING MISSION)
ARTILLERY STRIKE (UNLOCKED DURING MISSION)

Mission 12: The Fortress

ALL ALLIED VEHICLES AND EMPLACEMENTS
ALL NAZI VEHICLES AND EMPLACEMENTS

SQUAD COMMANDS

The following table breaks down the Squad Commands for each of the Allied and Axis characters.

ALLIED SQUAD COMMANDS

ALLIED HERO	SQUAD COMMAND	THROWN WEAPON	SPEED	HEALTH	STAMINA	PURCHASING
DEUCE WILLIAMS	MELEE	FRAG GRENADES	LOW	MEDIUM	LOW	HIGH
TOMMY MAC	TEAR GAS	STICKY BOMBS	MEDIUM	HIGH	MEDIUM	LOW
J.D. TYLER	VEHICLE ASSAULT	MOLOTOVS	HIGH	LOW	HIGH	LOW



AXIS SQUAD COMMANDS

AXIS HEROES	SQUAD COMMAND	THROWN WEAPON	SPEED	HEALTH	STAMINA	PURCHASING
HANS VON BECK	MELEE	FRAG GRENADES	LOW	MEDIUM	LOW	HIGH
VICTOR MORDER	TEAR GAS	STICKY BOMBS	MEDIUM	HIGH	MEDIUM	LOW
NINA DIEDRICH	VEHICLE ASSAULT	MOLOTOVS	HIGH	LOW	HIGH	LOW



MEDALS

Check out *Chapter 15: Extras*, for the complete lists of Medals for both single and multiplayer games, plus the unlockable weapons and cheat codes.



GAME TIPS

This is a combination of the in-game tips and other tips that help with both your understanding of the game and the tactics needed to succeed in The Outfit.

- ★ Whenever your squad is less than full, reinforce it from the *Destruction on Demand* menu. Each soldier costs 25 FUs.
- ★ To capture a building, move close to it and ensure that no enemies are near. It takes about 10-15 seconds to capture most buildings (Armories, Radio Towers, and Motor Pools as well as Objective Markers).
- ★ Remember that the more squad mates you have in a vehicle, the more powerful it is. The Gunner and Driver slots must be filled to drive and shoot at the same time.
- ★ Don't forget Tommy's special Squad Command – Tear Gas.
- ★ Destroy enemy gun emplacements and vehicles to earn more FUs.
- ★ Sometimes it's less expensive to die and respawn than it is to reinforce your squad. If the battle is close to an objective (respawn point) that you own, you can save money by dying instead of using the DoD menu to bring in more troops.
- ★ Remember that you can repair any AT Gun, MG Nest, or vehicle that you use, including enemy units! Repair whenever needed to keep your weapons at top strength.
- ★ If you have control of a Radio Tower, don't forget to call in Air Strikes or Artillery Strikes to aid in your cause. These are powerful tools that you can forget about in all the commotion.
- ★ The longer you hold down the left trigger, the farther you throw your grenade. Note the strength meter as you pull the trigger.
- ★ Use your weapons in short, controlled bursts, otherwise they overheat and you lose the use of them for a short time.
- ★ Use cover as much as possible. Crouching down and using cover is very important. Don't be afraid to hide behind cover to get your bearings.
- ★ When shooting at the enemy, standing still, crouching, and zooming all improve your accuracy.

- ★ Headshots kill the enemy more quickly (usually in one shot).
- ★ If you use your Medals to activate a cheat, you cannot earn anymore medals in the game (that is, until the cheats are turned off).
- ★ Create crossfire situations for the enemy whenever possible. Use *Destruction on Demand* to place MG Nests and AT Guns in places where they can produce a crossfire on any approaching enemy tank, vehicle, or soldier. Doing this can create an extremely effective defense.
- ★ Use the same crossfire situations as an offense. Placing a pair of AT Guns behind and to the sides of the path your tank is about to take provide automatic cover for your tank. Enemy tanks fall more quickly because they are not only being hit by your tank, but by the AT Guns you set up behind you as well.
- ★ Go for the gold. The medals give you access to some great cheats, so earn the medals whenever you get the chance. The walkthrough contains information on how to obtain all the medals in the game.



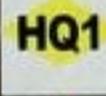
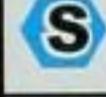
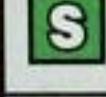
VEHICLES &
WEAPONS

The Outfit

SINGLE-PLAYER CAMPAIGN

The Campaign in The Outfit forces you to choose your resources wisely, make snap decisions in the field and use strategy to capture objectives and crush the opposition.

This walkthrough offers the best strategy for each of the 12 missions and describes what you need to do to unlock each of the medals available throughout the campaign. One of the most important concepts that you'll need to master is the Destruction on Demand process and how best to utilize it. Don't worry, we've got your back.

 AP	ALLIED PARATROOPER DROP
 A	ENEMY ARMOR
 R	ENEMY ARTILLERY
 AT	ENEMY AT GUN
 E	ENEMY TROOPS
 P	ENEMY PARATROOPERS
 F	FLAK GUN
 AA	GERMAN AA GUNS
 HQ1	HEADQUARTERS
 H	HOWITZER
 1	OBJECTIVES
 S	SEARCHLIGHT
 S	STATUE
 V1	V1 ROCKETS

MAP LEGEND

This legend details all of the callouts used on the maps throughout the campaign. Refer back to this if you need any explanation on the maps.



Mission 1

Beachhead

After choosing which of the three main characters is going to carry the load in this first mission, you begin in an allied camp all by your lonesome. This mission includes a fair amount of instructional tip text, showing how to use the *Destruction on Demand* (*DoD*) menu as well as how to manage your unit as you proceed through each mission.



The ball is about to get rolling!



GLOBAL OBJECTIVE

The Germans still control most of Normandy, and the word has come down that there is a renegade German officer that isn't exactly being friendly with the local population – that is, he's killing innocent people left, right and center. The result of this is that the French Resistance is falling into disarray, and the village of Val d'Or is now out of contact with the Allied Command. Your job is to track down the murderous German general by moving through hostile territory to the site of the massacre.

Objective 1:	Order Reinforcements
Objective 2:	Capture the Armory
Objective 3:	Move to the Beachhead & Capture Objective
Objective 4:	Defend the Beachhead
Objective 5:	Order 4x4 & Proceed to Next Base
Objective 6:	Capture the Motor Pool & Defend it
Objective 7:	Order Halftrack & Capture Strategic Objective 2
Objective 8:	Capture Final Base, Call in AA gun & Shoot Down Stukas
Objective 9:	Capture Radio Tower & Destroy Barricade
Objective 10:	Capture Strategic Objective 3
Objective 11:	Capture Strategic Objectives 4, 5 & 6 (Protect Paratroopers)
Objective 12:	Repair the Bridge & Secure the Church

RECOMMENDED CHARACTER:

Mac's Grease Gun is great for taking out the large groups of infantry.

2ND RECOMMENDED CHARACTER:

Tyler's Sniper Rifle can keep you at a safe distance while learning the ropes.

ENEMIES TO WATCH FOR:

Puma Tanks

RECOMMENDED VEHICLES:

4x4, Halftrack, Tank

French Resistance

After the French high command surrendered France to the Germans in the spring of 1940, Charles de Gaulle, the leader of the French forces, made a plea over the radio waves from England to those still in France that the war was not over. He encouraged the French to resist the Germans, and from this speech the French Resistance was born.

The French Resistance worked to ferry Allies back to England, to gather reconnaissance of key military installations in France (especially along the Atlantic Wall), and to sabotage anything that could negatively impact the German war machine. The penalty for being caught as a member of the resistance was generally death or a one-way ticket to the concentration camps. For this reason, those that were part of the French Resistance proved their courage and determination to win the war.

In at least one case, an entire French village was destroyed and its population killed for suspected resistance-related activities in the area surrounding the village.

► OBJECTIVE 1: ORDER REINFORCEMENTS

The game is now underway and you're standing in your base all by your lonesome. Hit the Y button to open the *DoD* menu, then select the Reinforce icon (the only available icon at this time). After this is done, a cadre of four crack troops parachute down around you and join your squad.



Use DoD and select Reinforce.



The squad arrives.



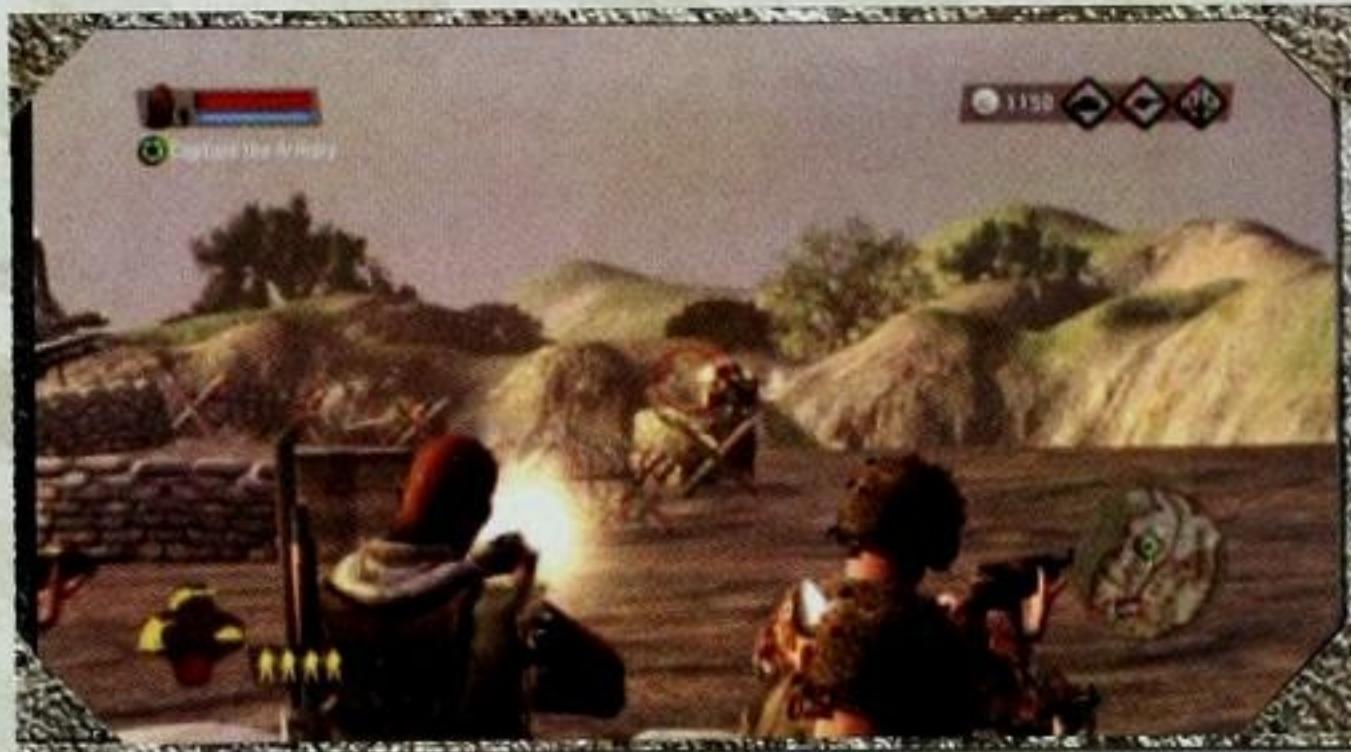
Forward, march!

► OBJECTIVE 2: CAPTURE THE ARMORY

Now that you have a squad, move toward the Armory (the squad follows you automatically). As you approach the Armory, German paratroopers fall from the sky and open fire on your squad. Terminate these enemies with extreme prejudice. Stand beside the Armory until both the American flag and the capture timer (lower right corner of the screen) indicate that the Armory is completely in American hands. Once this is done, the objective is secure.



Move toward the Armory.



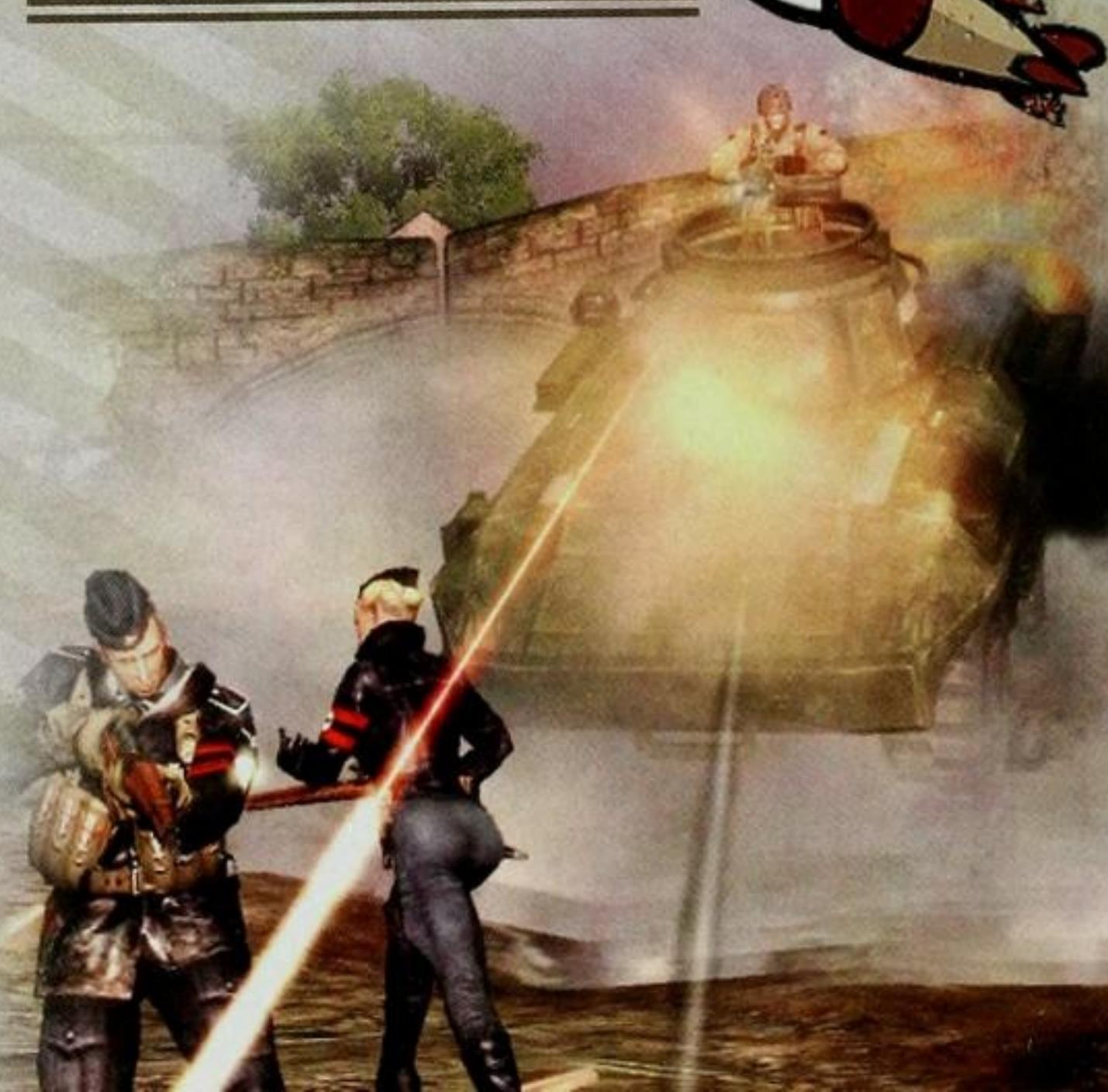
Take out the German soldiers that parachute in around the Armory.



Secure the Armory.

LOSING CAPTURED OBJECTIVES

Just because an objective is captured, it doesn't mean that it's immune from being taken back by the enemy. For this reason, it behooves you to leave behind a machine gun nest or two at key objectives in an effort to protect them from sneaky German counterattacks.



OBJECTIVE 3:

MOVE TO THE BEACHHEAD & CAPTURE OBJECTIVE

Move down the hill to the Beachhead where the Germans are mounting a counterattack against an American roadblock. Upon arriving at the Beachhead, a large group of enemies parachutes down around the Strategic Objective (marked by a flag pole). Use your squad to sweep in and eliminate the enemies, then get close to the Strategic Objective to capture it. Once the objective is captured, it becomes a future respawn point.



Move down the hill toward the Beachhead.



The AT Gun and gunner parachute in.

Once the gun is placed, the enemy approaches the Beachhead, so get ready. While you can leave the AT Gun up to the gunner, you may want to move up and operate the gun yourself - use the X button. Use the AT Gun to take out the enemy armored cars as quickly as possible. Alternatively, it's fine to let the Anti-Tank Gun gunner do the fighting for you while you take out any infantry that show up. In the case of Deuce Williams, his Bazooka also works as an anti-tank weapon. When the three German armored cars are destroyed, a message appears telling you to obtain a 4x4.



When the armor arrives, be ready for a firefight.



The 37mm Gun does the job.

OBJECTIVE 4:

DEFEND THE BEACHHEAD

The Germans want to retake the Beachhead and they're about to attempt to take it. With the Armory under control, you now have access to an Anti-Tank gun in the *DoD* menu. Select the 37mm Anti-Tank gun, then place it facing the road to the Northeast; the game suggests where the gun should be placed.



Decide where to place the AT Gun.

STAY ALERT

Once in control of the 37mm AT Gun, keep an eye on the upper left corner of the screen. The red bar indicates how much damage the AT Gun can still take before blowing up. If you're at the controls when it blows up, you're dead!



M3 37mm Anti Tank Gun

Developed in 1935, the US M3 37mm Anti-Tank Gun was developed in response to a need for a lightweight field artillery gun that could deal with foreign armor. Unfortunately for the US troops, the 37mm gun struggled against the superior German armor in World War II, but even so this gun was very effective against softer targets like armored cars and Japanese armor in the Pacific Theater. Depending on the crew manning the gun, the 37mm AT Gun could fire between 5 and 20 2 lb explosive rounds per minute.

OBJECTIVE 5: ORDER 4X4 & PROCEED TO NEXT BASE

Your first real battle over, you are now instructed to obtain a 4x4 from the Destruction on Demand Menu. Summon the vehicle and then hop in with your squad. Take a moment or two to get the hang of driving the 4x4; it can take a few minutes to become proficient at driving and firing simultaneously, so it's better to practice before you find yourself in the heat of battle.



Take the time to get the hang of the 4x4 before moving forward.

A German fortification with mounted machine guns and a group of infantry are at the end of the beach area. Use the .30 Cal gun on your 4x4 to mow down these enemies before you roll up the road to the Motor Pool area.



Use the 4x4's .30 Cal to take out the German fortification.



When all is clear, roll up to the Motor Pool area.

OBJECTIVE 6: CAPTURE THE MOTOR POOL & DEFEND IT

The Motor Pool lies in a well-defended portion of the army base up the hill. It's important to note that when the Motor Pool is captured, access to better vehicles becomes available. Move up the area just ahead of the Motor Pool and lay down fire on your enemies. The German troops show up all around the Motor Pool, but with careful aim and aggressive tactics they can be eliminated quickly.



This is your objective: the Motor Pool.



When you get close, hop out of the 4x4 and get your hands dirty.



If using Tyler, use his Sniper Rifle to pick off enemies that hide behind sandbags.

Once the area is clear, move to the Motor Pool and wait until it is completely under your control. At this point it behooves you to place a pair of .30 Cal guns at the eastern exit to the base – the Germans are going to counterattack soon anyway. You can place the .30 Cal guns anywhere you want, but putting them near the suggested places (these are suggested in the game for you) is a good idea. The German counterattack

consists of infantry, which is easily handled with a pair of .30 Cal machine guns. Clear out the counterattack and then move to the beach in the east. This beach is defended by infantry at the entry point, so be ready for them. Bring the 4x4 to clear out the chaff.



Stay close to the Motor Pool until it's acquired.



Drop in a .30 Cal gun or two to help defend the area.



Tyler's Sniper Rifle is handy here.

REINFORCEMENTS

Remember that if your squad falls below the full compliment, you can either use the *DoD* menu to replace them, or recruit any nearby soldiers who aren't yet attached to your unit. Always keep your squad full.



Move down onto the beach to the east (Strategic Objective 2).

OBJECTIVE 7:

ORDER HALFTRACK & CAPTURE STRATEGIC OBJECTIVE 2

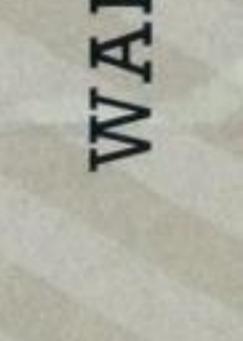
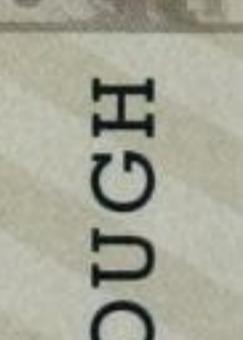
Clear out the infantry once you reach the second beach area. The game advises you that a Halftrack is a better mode of transportation for this beach, so use the *DoD* menu to order one up.



Clear the area of the German infantry.



Use the *DoD* menu to get a shiny new Halftrack.



Once in the Halftrack, use the .50 Cal gun to mow down the enemies entrenched to the side of Strategic Objective 2 (see map), then move to the objective and capture it. It's also a good idea to hop out of the Halftrack and repair any damage (A button) that may have occurred during the battle.



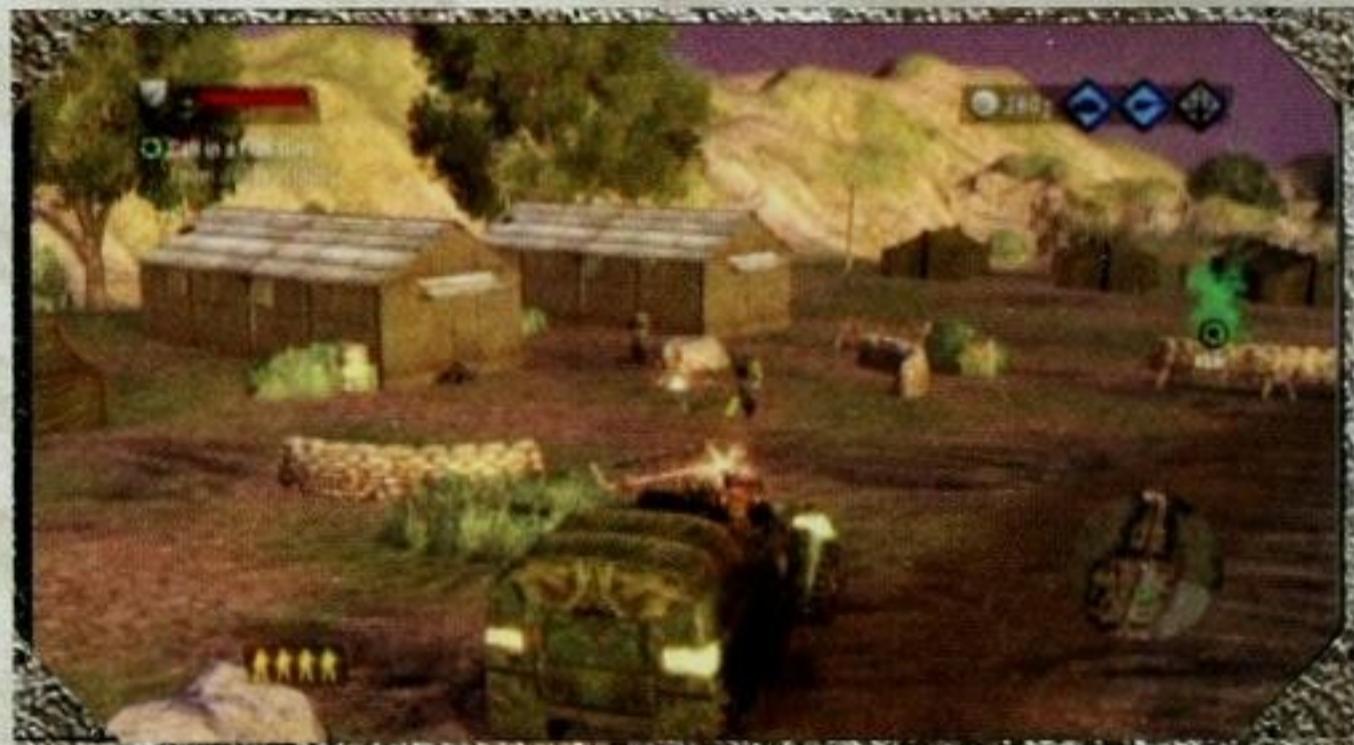
Capture Strategic Objective 2 for a closer respawn.

M3 Halftrack

The M3 Halftrack was a well-used armored vehicle in the WWII theater, especially in North Africa and Europe. The term "halftrack" comes from the fact that the vehicle had a tank-style tread on both sides of the rear, and truck-style wheels on the front. This gave the M3 a great deal of maneuverability over semi-rough terrain and allowed for the weight that extra armor brought. The M3 Halftrack had many variants, including a troop carrier model with a .50 Caliber machine gun mounted above the driver's position.

OBJECTIVE 8: CAPTURE FINAL BASE, CALL IN AA GUN & SHOOT DOWN STUKAS

Mount up in the Halftrack again and move to the mouth of the Final Base (as it is called in the game). There are several squads of German soldiers here that you must take out before moving forward. If you fail to take them out early, they can do extensive damage to you from your flank; do the job right the first time. Move up into the base and toward the AA gun emplacement location (see map). There are plenty of enemies around, so get to it.



The Halftrack's .50 Cal machine gun is your friend as you roll toward the AA emplacement.

The ideal AA gun location is marked by a green shadow on the screen. Once the enemies are toast, use the *DoD* menu to drop in an AA gun. Once the gun is down, use the AA gun to take out at least five Stuka Dive Bombers.



Place the 40mm AA Gun here.



The gun drops in.



You don't have to lead the bombers, just aim and shoot.



Dismount the AA Gun when five bombers have been destroyed.

The Ju-87 Stuka Dive Bomber

The Germans wanted a low altitude precision bomber which could be used as a sort of "airborne artillery." The result was the Stuka Dive Bomber. The Stuka's bombs and guns were highly effective against all sorts of enemy targets.

Developed before WWII started, the Stuka had a special autopilot system that engaged automatically when the pilot activated the dive breaks. These brakes kept the Stuka from gaining too much speed during the dive bombing runs. The autopilot system ensured that the aircraft would still fly even if its pilot lost consciousness due to the excessive G-forces involved in a dive bombing run.

Arguably the most terrifying aspect of the Stuka were the sirens that Hitler had installed on each aircraft to aid in the psychological effect of a bombing run. When the Stuka entered a dive the siren would begin to scream horrifically, letting the enemies on the ground know it was coming.

MEDAL OPPORTUNITY

The goal is to shoot down 5 Stuka Dive Bombers. If you manage to do it, you get a Medal and an Achievement!

OBJECTIVE 9: CAPTURE RADIO TOWER & DESTROY BARRICADE

A Radio Tower is just down the road; it's a key objective for the Allied cause. With a Radio Tower you can summon Air Strikes to help soften (or destroy) enemy positions that are giving you a great deal of trouble. Hop into your Halftrack and move out!



This is your next objective.



Mount up and roll to the Radio Tower.



Pause and stay nearby until the tower is fully under control. Once this is done, call up the DoD menu and use the Air Strike option to call in an Air Strike on the barricade that blocks your way. After the strike is called, the aircraft fly in and blow the barricade to bits!



Use the Air Strike icon to place the strike on the barricade.



A job well done. The Air Strike has completely destroyed the barricade.

► OBJECTIVE 10: CAPTURE STRATEGIC OBJECTIVE 3

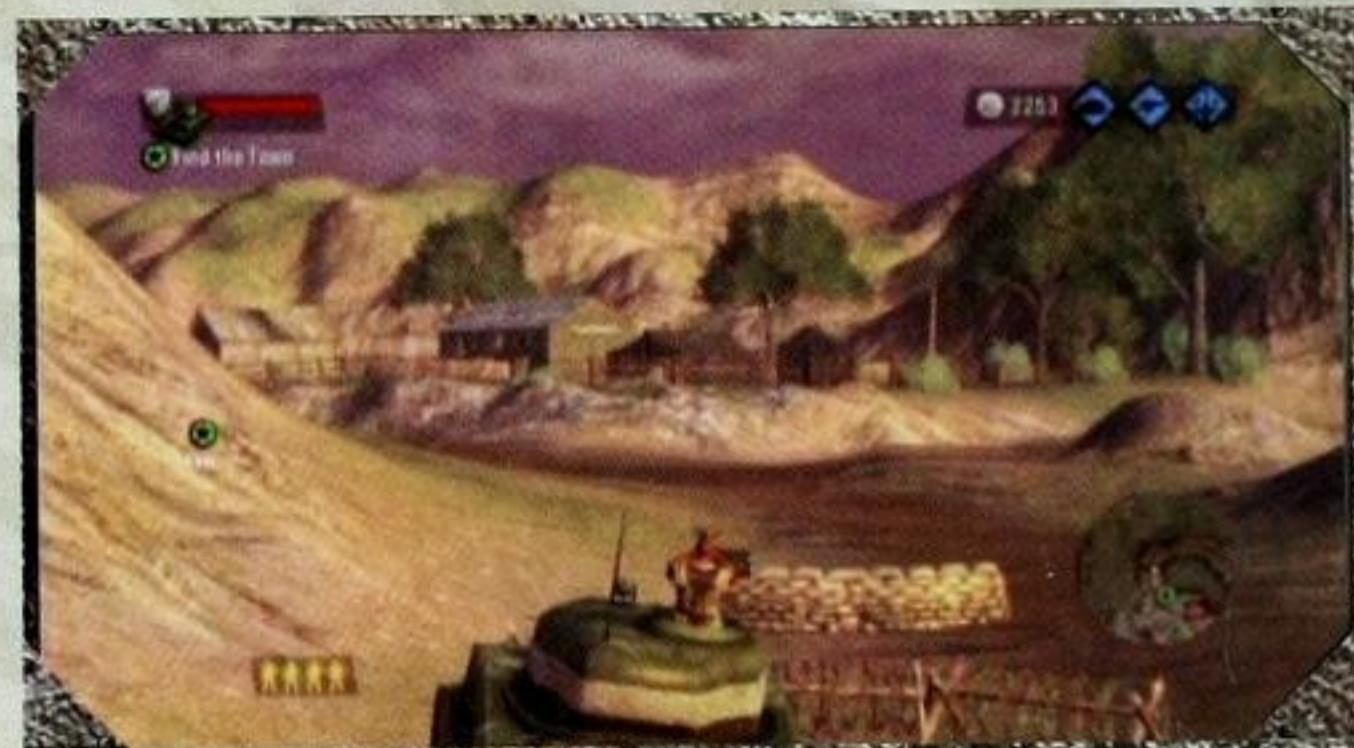
At this point the game recommends summoning a tank. This is an especially good idea since the enemy hops into a Wirblewind tank near the objective, but if you are careful you can also ride a Halftrack up to the objective and capture it the hard way. Once it is secure, place a pair of Anti-Tank guns on the ridge to take out the other enemy armor in the area. Whether you use a tank or not, your job is to capture Strategic Objective 3 and hold it.



The Strategic Objective lies ahead.



Get into your Tank and get ready to roll.



If you are looking for an extra challenge, use an AT Gun rather than a tank to secure the area.



Clear out the area and capture the objective.

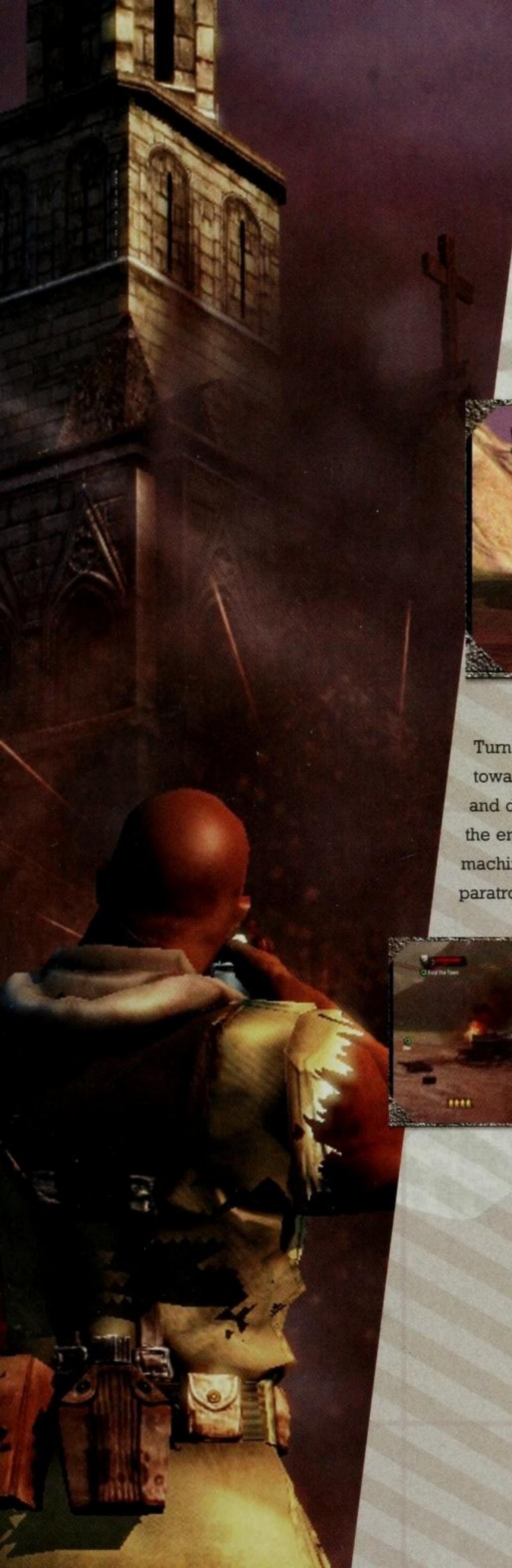
► OBJECTIVE 11: CAPTURE STRATEGIC OBJECTIVES 4, 5 & 6 (PROTECT PARATROOPERS)

If you don't already have a tank on hand, the time has come to summon one up. Get yourself into a tank and get ready to capture the final Strategic Objectives. The situation is that several groups of American paratroopers are landing in the area to capture these objectives. Your job is to use your tank to move in and flush the enemy positions so that the paratroopers can survive. If you can protect five paratroopers, then a medal/achievement is awarded to you. Begin by following the road to Strategic Objective 4 (see map); take out the enemies using both the Tank's main gun and the .30 Cal machine gun.

Once Strategic Objective 4 is in your hands, move down the narrow road (see map) toward Strategic Objective 5. Along the way, several German armored cars show up and even a Cannon Car arrives, so use your Tank's main gun to take these relatively lightly armored vehicles out.



Wooeeee! Nothing like using your main gun!



Move down the road until you reach Strategic Objective 5 (see map). The objective is well-defended with machine guns and infantry, and an allied paratrooper drop is about to occur. Use your guns to thin out the enemies as quickly as possible so that you don't lose all of the paratroopers.



The second group of paratroopers drops beside your tank.

Turn the corner and move toward Strategic Objective 6 and do the same thing; destroy the enemies and thin out their machine guns so that some of the paratroopers can survive.



Be aggressive here; your armor is impervious to most of the German weapons.

COMBAT AID

If you're successful in keeping the paratroopers alive (at least five of them), then you unlock the Combat Aid Medal.



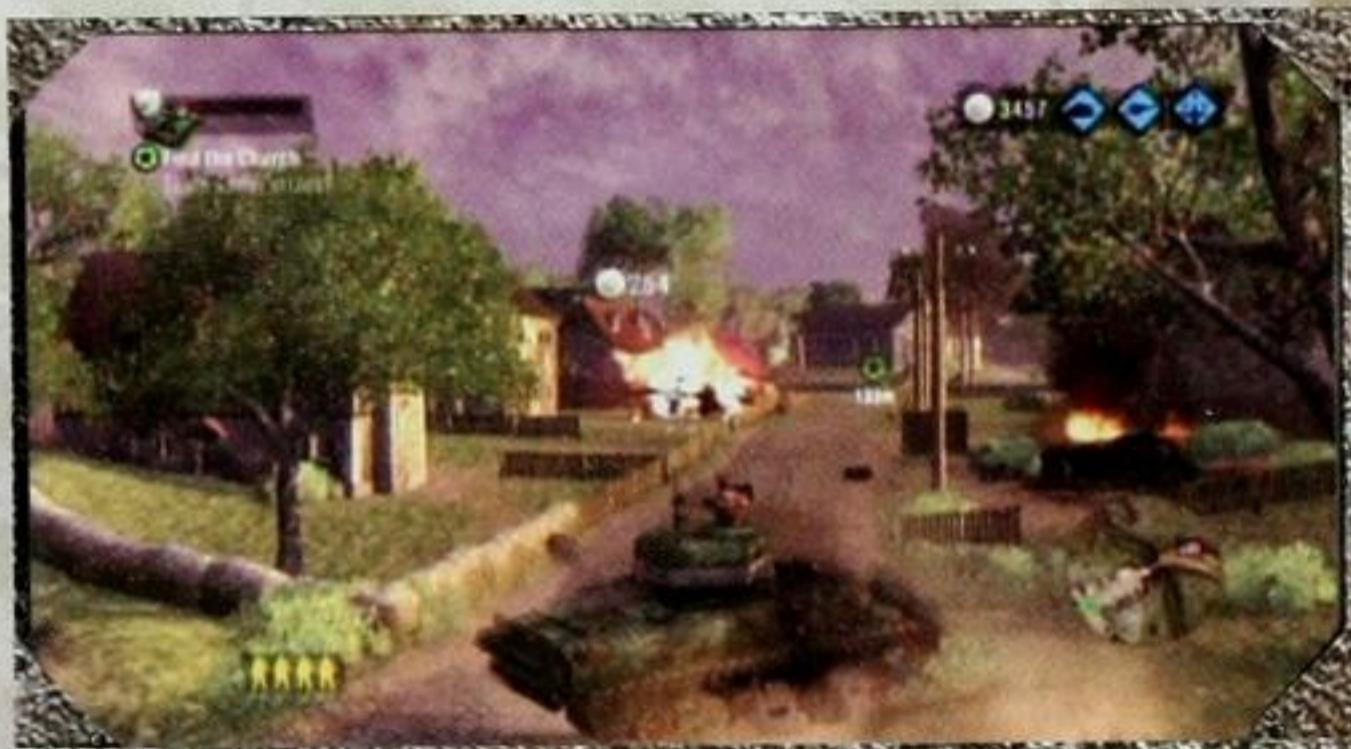
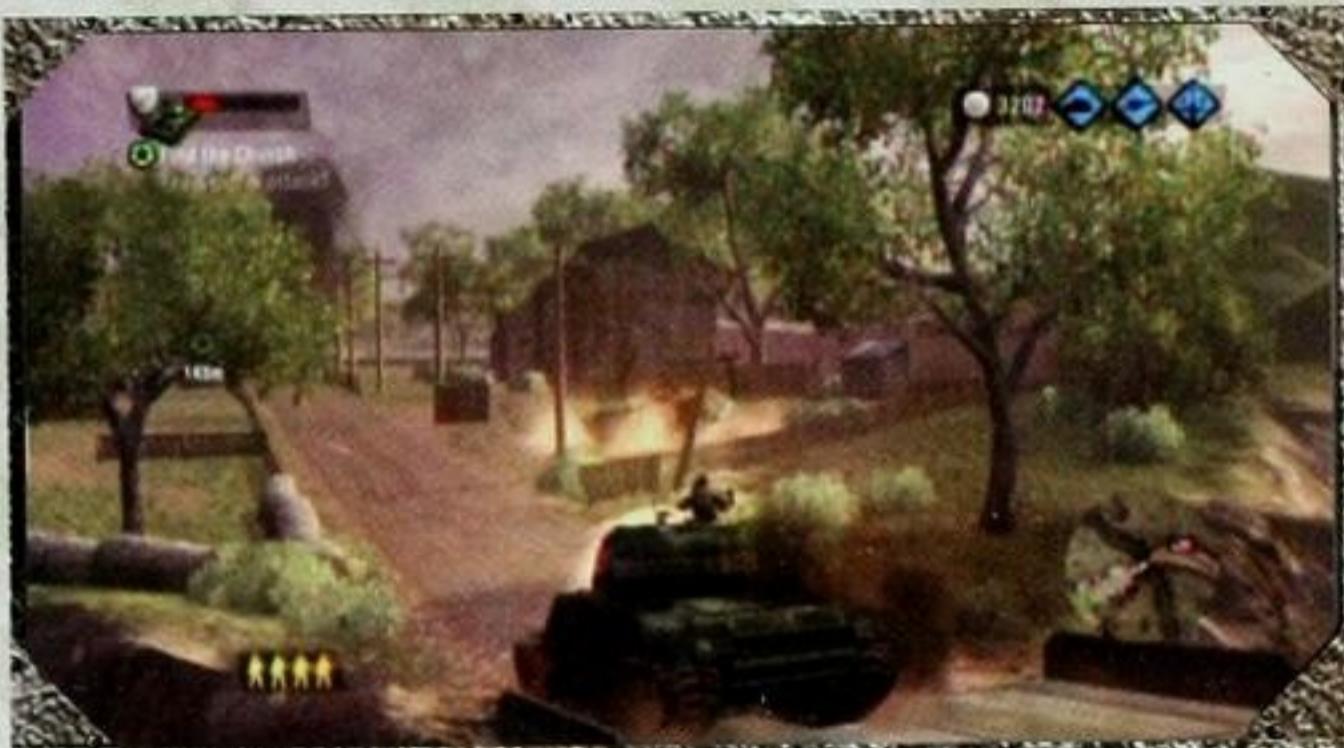
OBJECTIVE 12: REPAIR THE BRIDGE & SECURE THE CHURCH

After you secure Objective 6, move to the now-destroyed bridge that leads to the final objective: the Church.

Approach the bridge area and using your A button, summon a new bridge. Once the bridge drops into place, the enemy begins attacking aggressively with tanks and armored cars, so get into your tank and cross the bridge quickly.



Call up a new bridge.



The action is hot and heavy near the Church. Keep an eye out for enemy armor around every corner.

There are no less than six enemy armored vehicles / tanks defending the Church, along with infantry and machine gun emplacements. Your job is to take them all out without becoming a steaming pile of twisted metal yourself. To be successful while fighting in tank warfare, you must be able to move and shoot simultaneously. If you can master this, you can take the enemies down one at a time without taking many hits yourself.



You may have to move behind the Church to get the last Puma.

REPAIRING

If your tank is badly damaged, back it away from the enemy attacks and then hop out and quickly repair it. Repairing is cheaper than buying a new one, and it can be done relatively quickly.

Mission 2

Into the Fray

Now that your teeth are cut and the basics of the game are well in hand, it's time to delve deeper into the exciting gameplay that is *The Outfit*. The renegade German General has advanced deeper into France, holing up in yet another village and the time has come to root him out. Don't expect things to get any easier!



Mission 2 begins.



GLOBAL OBJECTIVE

With General Von Beck (the German general you are chasing) weaving his way deeper into France, you must chase him down. In this mission your goal is to capture all of the strategic objectives, and then destroy the three German HQ structures using Air Strikes. There is an additional objective that involves the destruction of the German searchlights. If you can destroy all eight searchlights, an achievement is unlocked.

Objective 1:	Defend the Town & Kill Nazi Paratroopers
Objective 2:	Destroy First Nazi Outpost (Capture Puma)
Objective 3:	Capture the Armory
Objective 4:	Destroy Second Base & Capture Motor Pool
Objective 5:	Defend the Motor Pool and Armory
Objective 6:	Capture Radio Tower & Crocodile Tanks
Objective 7:	Destroy HQ1 Building & Capture Strategic Objective 2
Objective 8:	Destroy HQ2 and HQ3 Buildings



RECOMMENDED CHARACTER:

Mac's Flamethrower is handy against the pockets of enemy infantry in this mission.



2ND RECOMMENDED CHARACTER:

Deuce's Bazooka can come in very handy against the armor you face in this mission.



ENEMIES TO WATCH FOR:

Puma Tanks, AT Guns

RECOMMENDED VEHICLES:

German Puma, Crocodile Tank

Crocodile Tank & Flamethrower

A "Crocodile" is a tank equipped with a flame-throwing apparatus. These flamethrowers could shoot burning fuel up to 20 feet, but they had limitations. Those flamethrowers that were carried on the backs of soldiers (as Tommy Mac does) were heavy and slowed the soldier down considerably. Also, if one of the tanks of fuel or pressurized gas in the canisters was hit by enemy fire it was likely to explode, setting the tanks and the soldier aflame.

That said, the Flamethrower (whether on a tank or a soldier's back) were very powerful weapons that could take out an enemy squad in a few seconds, especially if that squad was packed inside a bunker or other fortification. The main limitation of flamethrowers is that they burn through their fuel very quickly (no pun intended). A backpack-style flamethrower might only be able to shoot fire for 30 seconds in a steady stream, for example.

OBJECTIVE 1: DEFEND THE TOWN & KILL NAZI PARATROOPERS

The game begins near the central square of a quaint French village. Unfortunately, it won't be quiet for long, because a powerful German counterattack is about to be unleashed on the area. Move up to the gun emplacements that overlook the central square. A 37mm Anti-Tank (AT) Gun sits on the right, and there's space for another on the left. Feel free to order up another AT Gun for the left-hand position, then man the position on the right yourself.

The enemies begin to pour into the square (infantry at first). Avoid the temptation to move to low ground; stay up on the ridge with the gun and take out the enemies as they approach.



Place a second AT Gun here.



After the initial infantry charge is quashed, the large building at the end of the square collapses and three German Pumas come over the hill to attack you. These light tanks move very quickly, so aim carefully with your AT Guns. Fortunately, these tanks are lightly armored and your AT Guns can take them out with one or two well-placed shots. After the Pumas are destroyed another wave of paratroopers descends into the square. Eliminate these pests to secure the area.



Patience and good aim is what it takes to eliminate the Pumas with an AT Gun.



Once the Pumas are destroyed, move into the square and take out any other paratroopers that arrive.

AT GUNS

At first it may not seem worthwhile to order AT Guns, but after the first wave of German infantry breaks, a trio of Pumas arrive to ruin your day. The AT Guns come in very handy if you have them ready to roll.



DEUCE'S BAZOOKA

If you have Deuce Williams as your character, his Bazooka serves as another (albeit weak) anti-tank weapon.

OBJECTIVE 2: DESTROY NAZI OUTPOST (CAPTURE PUMA)

Now that you have the Puma, your job is to completely destroy the Nazi Outpost – the tents, the AA guns, and every enemy soldier in the area. If the AA guns are destroyed first, then the allied air force comes in and helps by doing the job for you! Either way, the Puma makes this job significantly easier than if you were without it.



An air strike opens up the tunnel.



MELEE TO THE MAX

When fighting in the Nazi Outpost with Deuce, use his Melee attack Squad Command to help with the close-up fighting.



A Sticky Bomb (Tommy Mac's throwing weapon) goes off to help thin the German defenders.



Capture the Strategic Objective.

Once the German infantry have been subdued, move up to Strategic Objective 1 and capture it. Hop in one of the Pumas once the objective's been secured.



Grab a Puma.

BONUS OBJECTIVE

Notice the searchlight just outside the tunnel. There are eight of these lights scattered throughout the map. If you destroy all of them you complete a secret objective and unlock an achievement.



Destroy all eight of these searchlights to earn a bonus.

Now that you have the Puma, your job is to completely destroy the Nazi outpost—the tents, the AA guns, and every enemy soldier in the area. The Puma, fortunately, makes this job a heck of a lot easier than it would be on foot.



Get to work blowing things up!



When the AA Guns are destroyed, air support helps.



Note the second searchlight near the bridge.

► OBJECTIVE 3: CAPTURE THE ARMORY

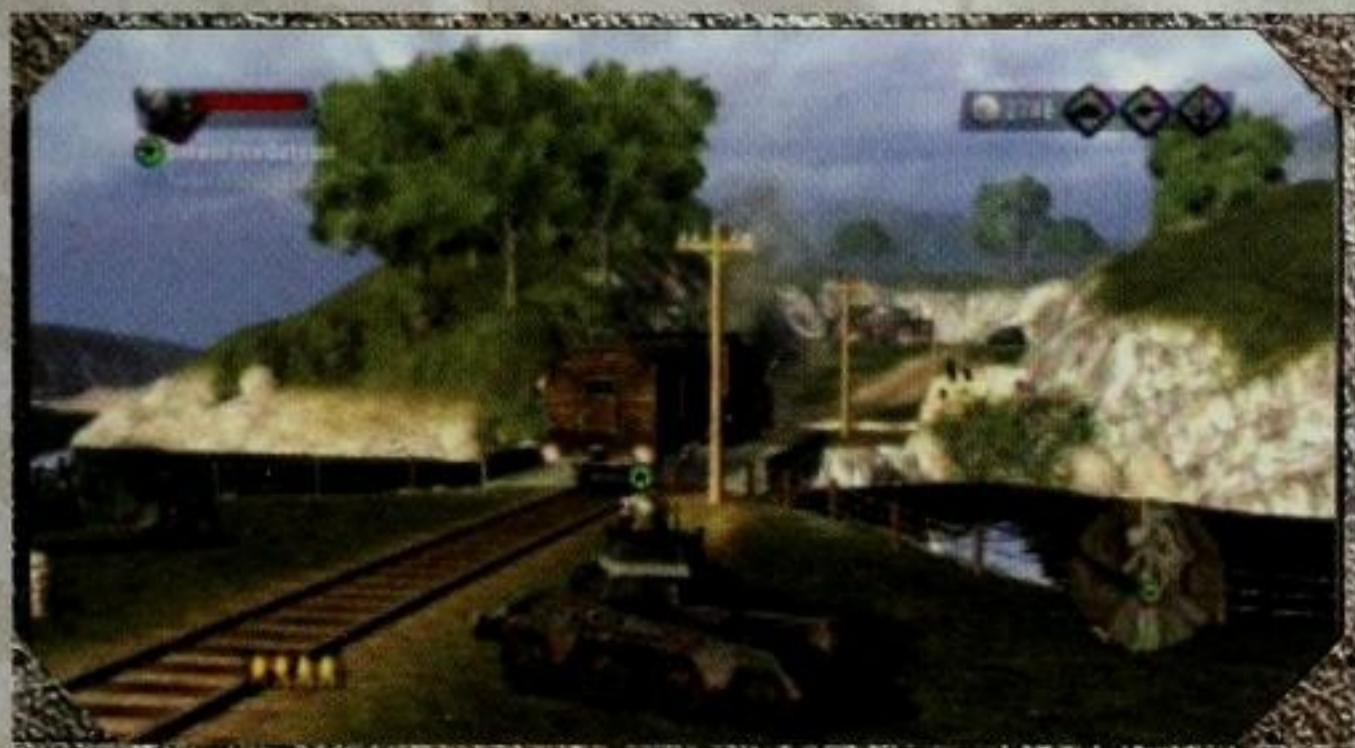
When the outpost is destroyed your Puma is likely damaged. This is a good time to hop out and spend the FUs to repair the damage so that the Puma is a good as new for the next portion of the mission. The alternative is to switch to the second Puma sitting by the Objective marker. When you're ready, move up to the destroyed bridge and call in a replacement bridge. Once it's in place, the Germans send a two-car train crashing down through the barricade, across the bridge, and into the first base.



It's a good idea to hop out and repair the Puma.

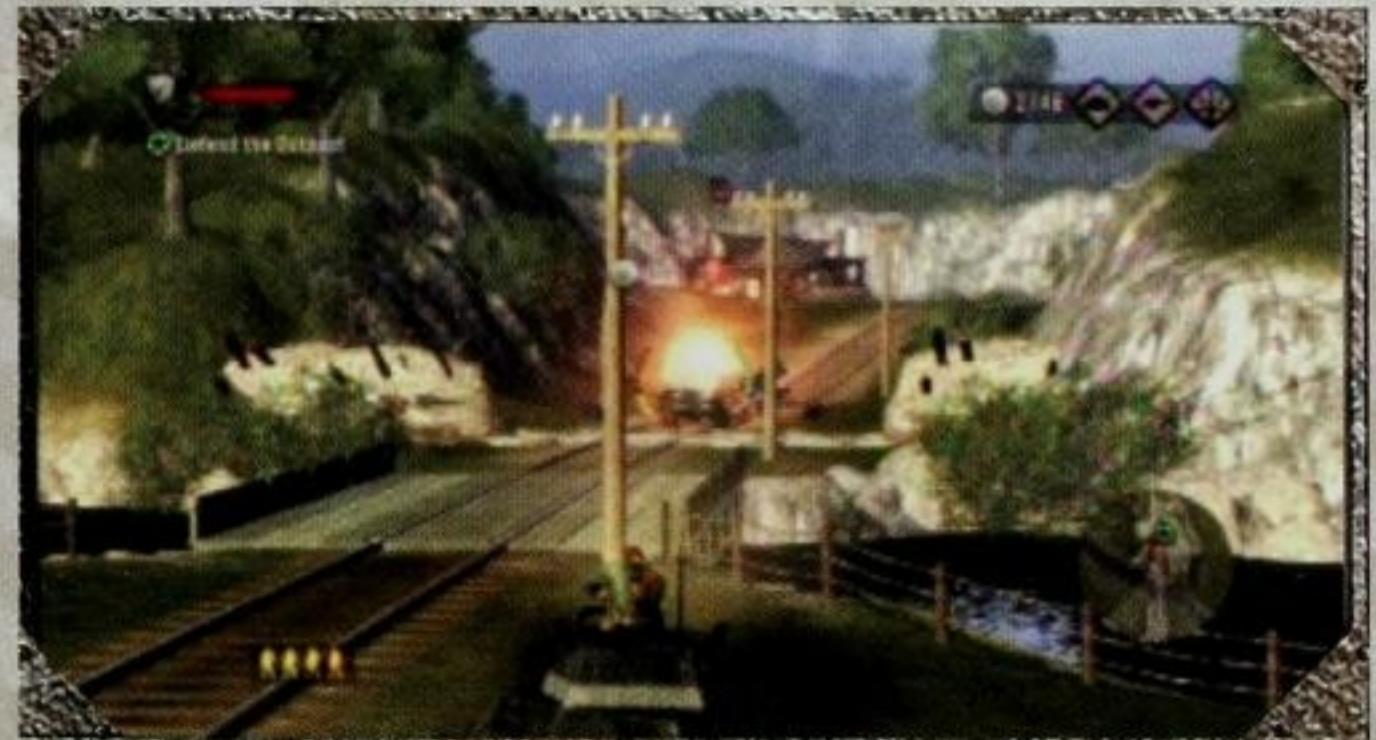


Call up a new bridge.

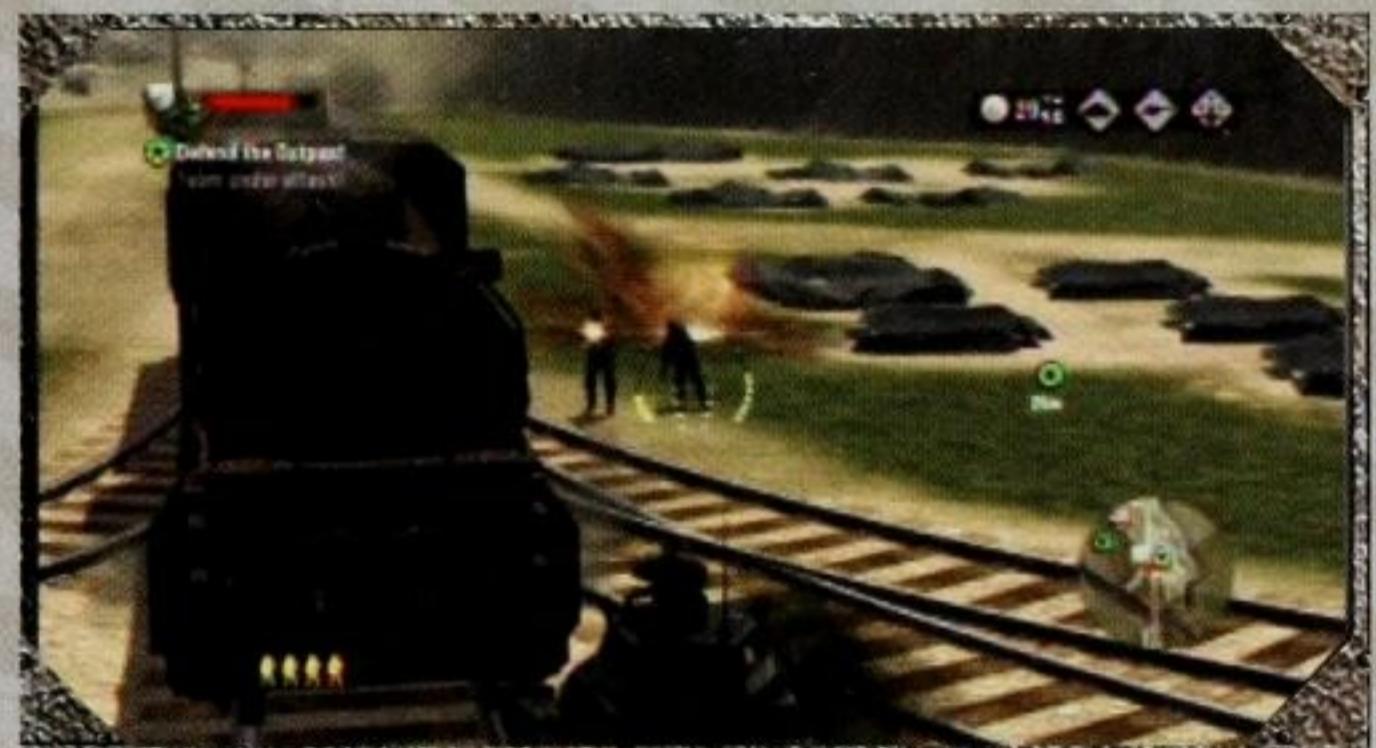


Get out of the way!

The train contains a few German infantry, but the main concern for you right now is the group of German Halfftracks that move into position on the far side of the bridge. Use your Puma's gun to take them out, then take out the infantry that were on the train. Once these enemies are cleared, hop on the train and ride it up to the area in front of the Armory. As you ride the train, watch for a small armored car driving toward you on the track. Stay on the train until it bulldozes the armored car into oblivion.



Take out the Halfftracks across the bridge.



Clear out the infantry around the train.



Ride the train up to the Armory!



Hop out and clear the area around the Armory when you arrive and capture it. Set up a couple of .30 Cal machine guns to defend it.

The .30 Cal guns come in handy to take out the German soldiers who are on the ridge overlooking the armory. Before moving up to the Motor Pool area, use these machine guns to take out the enemies above (it can save you trouble later).



Capture the Armory.



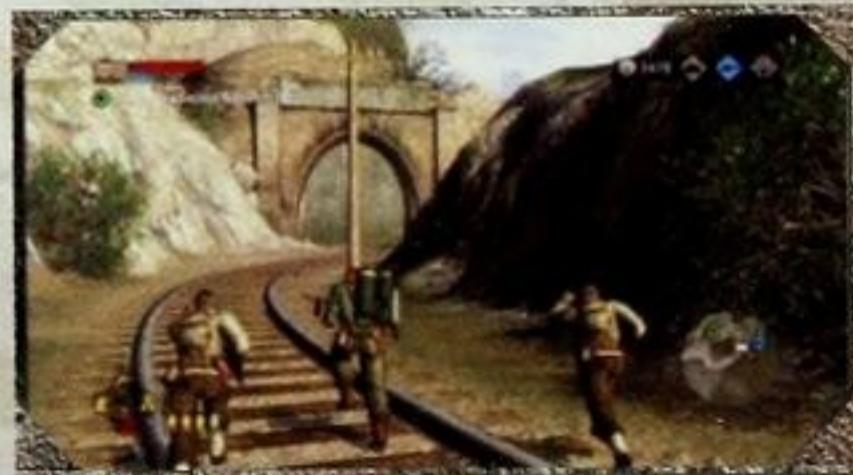
Drop in one or two .30 Cal guns to protect the Armory.



Clear the enemies on the ridge before moving up.

► OBJECTIVE 4: CAPTURE THE MOTOR POOL & DESTROY 2ND OUTPOST

Follow the train tracks to the path leading up to the 2nd Outpost. There's a set of sandbag fortifications there where you can hunker down and order up some support. An AT Gun and a .30 Cal machine gun do the trick nicely!



Set up some support while you take cover behind the sandbags.



SEARCHLIGHT

There are two searchlights in the 2nd Nazi Outpost.



Once your support has arrived, move in and flush the area clean of the enemy presence. It's important that you capture the Motor Pool while you're here as well. Remember that your job is to destroy / flatten the *entire* outpost, so be ruthless.

Annihilate everything.



Burn baby burn!



There are two Pumas here that you can use.

OBJECTIVE 5: DEFEND THE MOTOR POOL AND ARMORY

You get a message that the Armory has been recaptured as soon as the Motor Pool is secured.

Likewise, when you retake the Armory you learn that the Motor Pool has been recaptured. Use a Puma to move back and forth between these two locations and take out any remaining German resistance.



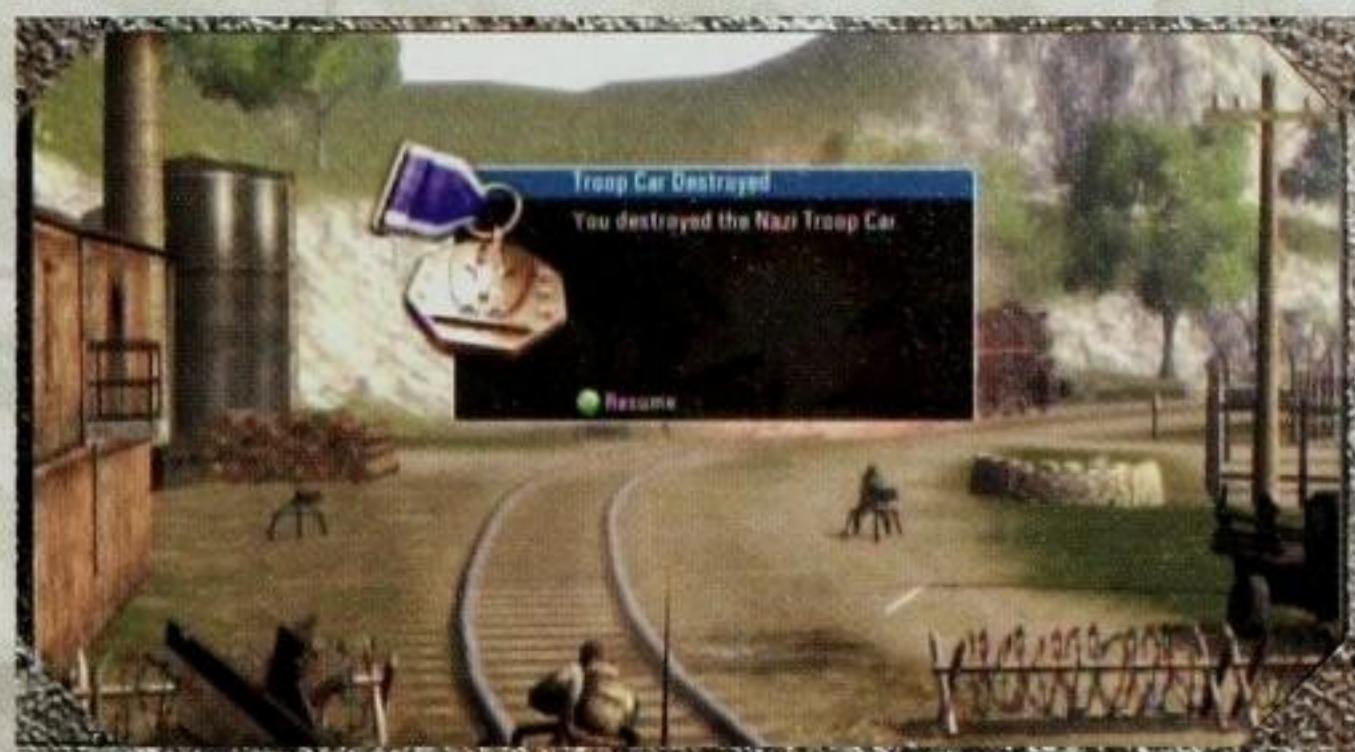
You can use the high ground to your advantage, but ultimately you must go down to the Armory to recapture it.



Once all of the German soldiers are toast, the Armory and Motor Pool are secure.

OBJECTIVE 6: CAPTURE RADIO TOWER & CROCODILE TANKS

You now move into an industrial area that's well-defended with AT Guns and machine guns. The Puma, however, is well-equipped to take these troops out without difficulty. As you move into the area, take out the German emplacements and then blow up the train car before you move forward.



Destroy the Troop Car to earn a bonus medal.

The Radio Tower and a pair of captured Crocodile flamethrower tanks are around the corner. Destroy the various German emplacements using the Puma's main gun, then capture the Radio Tower and hop into the Crocodile.



There are two searchlights in this area.



Capture the Radio Tower to gain access to Air Strikes.

OBJECTIVE 7: DESTROY HQ1 BUILDING & CAPTURE STRATEGIC OBJECTIVE 2

With the Crocodile underneath you, roll into town and clear out the infantry, machine gun, and AT gun emplacements. The first HQ building is just to the right as you enter the area. You can target it with an Air Strike to bring it down, but note that it may take more than one try to raze the building.



Use the Crocodile to clean up.



Summon an Air Strike on the first HQ building.

PUMA LOVE

The Crocodile isn't the only tank for the job here. If you fell in love with the Puma's raw speed and relatively powerful gun, feel free to use it instead of the Crocodile when moving through town.

Once the first HQ building is destroyed, move to Strategic Objective 2 and clear out the enemies in the area before you capture the objective itself. The second HQ building is very close, so the enemy presence is significant here.



Clear out the rabble near Strategic Objective 2.



Capture the objective.

OBJECTIVE 8: DESTROY HQ2 AND HQ3 BUILDINGS

There are two buildings left to destroy (and two searchlights as well if you are following that objective). The first is the HQ2 building (see map) which is right next to Strategic Objective 2. Call in an Air Strike to destroy the HQ, then move deeper into the town toward the bridges taking out your enemies along the way.



Call in an Air Strike on the 2nd HQ building.



Clear out the town as you move through it.

Roll across whichever of the three bridges you wish, then get ready for some tough fighting. The town on the far side of the river houses two searchlights and the third HQ building.

There are also a pair of light German tanks in the area, so be ready for them.



It doesn't matter which bridge you cross.



There are plenty of enemies on the far side.



Once the armor is destroyed, take out the searchlights and clean up and infantry that's nagging at you. When you get to the third HQ building, don't waste time, call in an Air Strike and destroy the building. Once destroyed, the mission is complete and you are victorious!



Destroying all eight searchlights gives you a medal.



Mission 3

Yo Adrienne



The plot begins to thicken as you now must move deeper into France and make contact with the French Resistance. The stakes are higher and the enemy presence is even tougher than before. Expect to face considerably more armor in the coming mission.



Get ready for some tense armor battles.



GLOBAL OBJECTIVE

The goal in this mission is to meet up with the French Resistance personnel deep behind German territory. As one might expect, "deep behind German territory" means that the path is very well-defended. After capturing the Armory, you must get control of the Radio Tower and ultimately the Motor Pool so that you can take out the German Howitzers that are pummeling the town. Your final job is to run the gauntlet through a ferocious German counterattack to get to the Resistance's location.

Objective 1:	Capture the Armory and Strategic Objective 1
Objective 2:	Capture and Secure the Radio Tower & Destroy Barricade
Objective 3:	Capture Strategic Objective 2 & Destroy Convoy
Objective 4:	Destroy Barricade & Capture Armory
Objective 5:	Move to the Church & Capture Strategic Objective 3
Objective 6:	Capture Strategic Objective 4 & Destroy the Howitzers
Objective 7:	Repair the Bridge & Get to Rendezvous Point

RECOMMENDED CHARACTER:

Deuce's Bazooka is a key weapon in this mission. There are many places prior to the M4 Sherman becoming available to benefit from his anti-armor weapon.

2ND RECOMMENDED CHARACTER:

Mac's grease gun is effective against the large groups of enemies here.

ENEMIES TO WATCH FOR:

Wirblewind, Panzerschrek Units, Pumas

RECOMMENDED VEHICLES:

Tank, Halftrack

OBJECTIVE 1: CAPTURE THE ARMORY AND STRATEGIC OBJECTIVE

The Armory is well-defended and lies just down the road from your starting point. As you approach the armory, a 4x4 drives in front of you and is quickly destroyed by the German soldiers. If you have Deuce, ready his Bazooka and use it to take out the machine gun nests in front of the Armory, then push ahead with your squad to eliminate the remaining infantry. Capture the Armory once the path is clear.



Move down the path; a 4x4 passes you on the way.



Use your Bazooka or Grenades to take out the machine gun nest.



A large group of German soldiers is to the left of the Armory as you approach it.



Once the Armory is in your hands, move down the road toward Strategic Objective 1 (see map). The path is blocked by a group of German soldiers that are determined to see you stopped.

Beware of the AT Gun that stares you down as you approach; it's best to take that gun out as quickly as possible.



AT GUNS

Don't destroy the AT Guns on the far side of the encampment. These guns are unmanned and you can use them to take out the enemies around Strategic Objective 1!

Once you're up to the AT Gun (there's a machine gun as well), use it to take out the enemies guarding Strategic Objective 1. Don't hesitate to pull the trigger and eliminate the soldiers and the light armored car that arrives.

Once the enemy is vanquished, move up and secure the objective.



Enemies keep dropping in, so keep firing until they're all gone.



Secured!

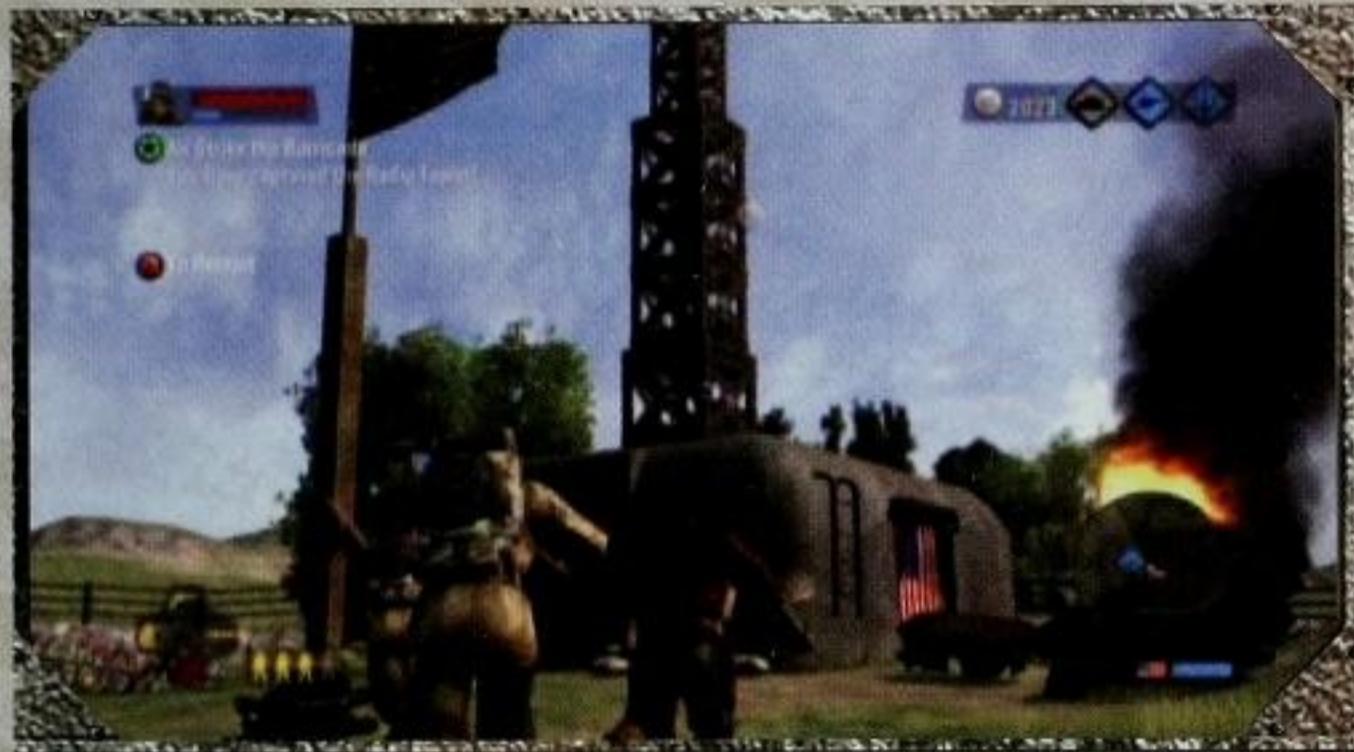
OBJECTIVE 2: CAPTURE AND SECURE THE RADIO TOWER & DESTROY BARRICADE

The Barricade is just around the corner from the Strategic Objective, but it's impassable until you gain control of the Radio Tower and bring in an Air Strike to clear it out. Move your troops up to the Radio Tower location and place some hardware in the area to help combat both the enemy Cannon Car and the gun emplacements in the area. These gun emplacements include an AA Gun that must be destroyed if any Air Strikes are going to come through this area.



Target: AA Gun.

The enemy consolidates and drops in even more troops as you approach the Radio Tower making the situation even more hairy. A warning about the counter attack pops up on the screen; take a defensive position as soon as you see it. The Cannon Car that drops in is particularly pesky and Tommy Mac's Sticky Bombs or Deuce's Bazooka shells are the best remedy for that particular disease. When the Radio Tower is secured, call in an Air Strike to clear out the Barricade.



Once the counterattack is squashed, move on to destroying the barricade.



Bye bye barricade.

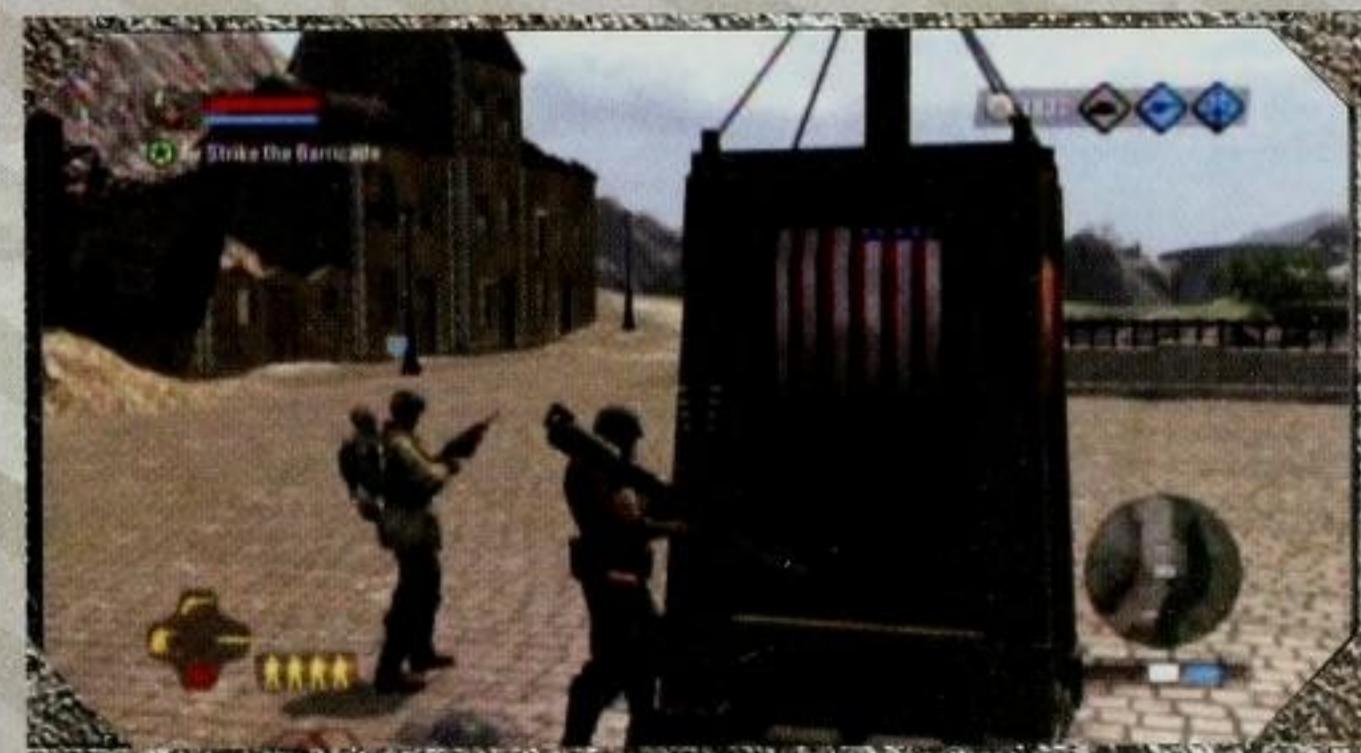
OBJECTIVE 3:

CAPTURE STRATEGIC OBJECTIVE 2 & DESTROY CONVOY

Move to Strategic Objective 2 as soon as the barricade's down. The best way to do this is to drop in a Halftrack and ride it straight in. The enemies mostly have hand grenades and small firearms making the Halftrack's .50 Cal gun the overwhelming weapon of choice. Thin out the enemies and capture the Strategic Objective.



Sweep in with a Halftrack; it's the best you've got.



Capture the Strategic Objective.

Once everything is secure, it's time to move to the three AT Guns along the edge of the river and get ready to blast the convoy that's about to roll by on the other bank. The middle AT Gun is the most powerful, so man that one yourself. As the convoy comes by, take out each vehicle as they attempt to get past you. There's one particularly fast Puma that's hard to destroy and it requires at least two hits to be defeated. Hop back in your Halftrack when the convoy's destroyed.



Move up and man this AT Gun.



They'll keep coming, so just keep firing until they stop.

LOOKS LIKE WE GOT US A CONVOY

Destroying the convoy yields a medal.



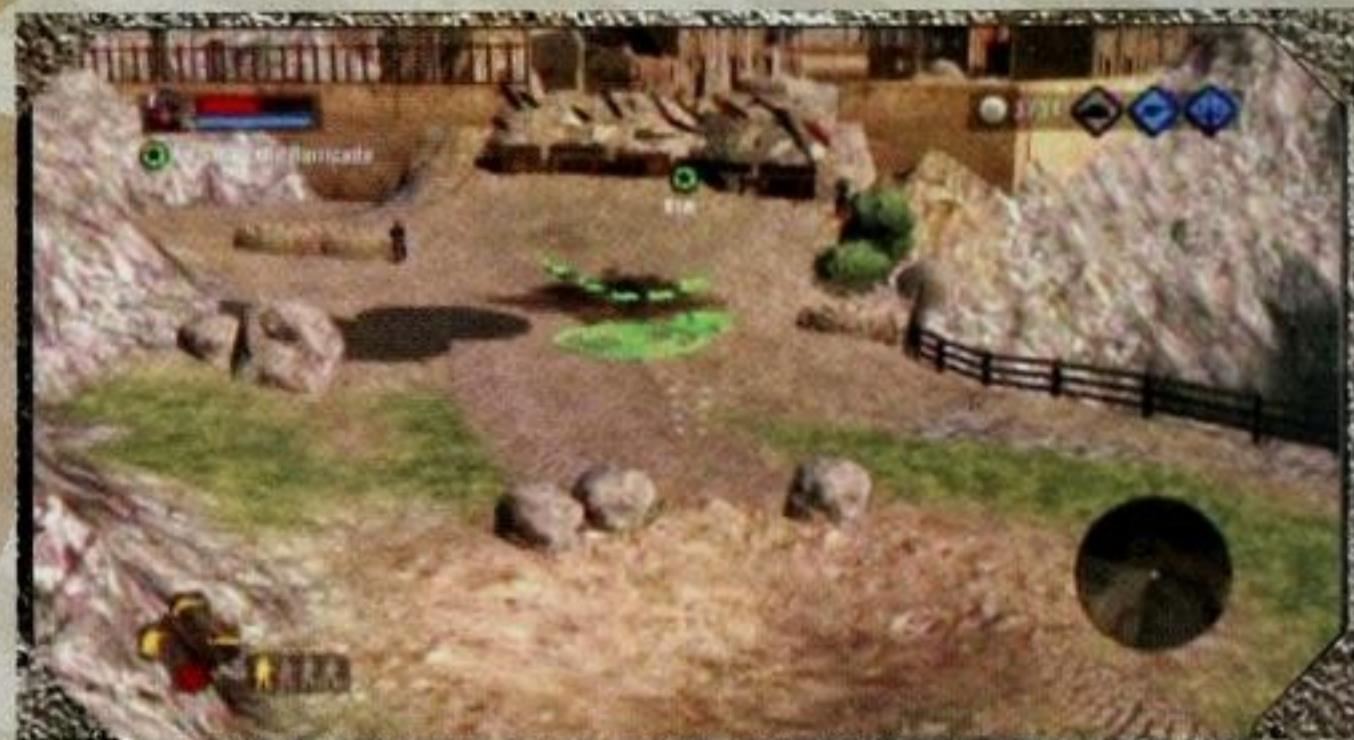
► OBJECTIVE 4: DESTROY BARRICADE & CAPTURE ARMORY

Hop back in the Halftrack, or summon one, and move down the road to the second Barricade. This one is defended by a large group of soldiers, one AT Gun mounted and an MG nest on the ridge overlooking the zone. This makes it extremely difficult to move safely into the area to call in an Air Strike. This is one place where Deuce Williams' Bazooka comes in very handy; use it to take out the AT Guns above. If you don't have Deuce, have an AT Gun or two drop into the area and use them to clear the enemy's big guns. Move down and sweep the area clean of infantry once the big guns are gone.



Deuce takes out one of the AT Guns.

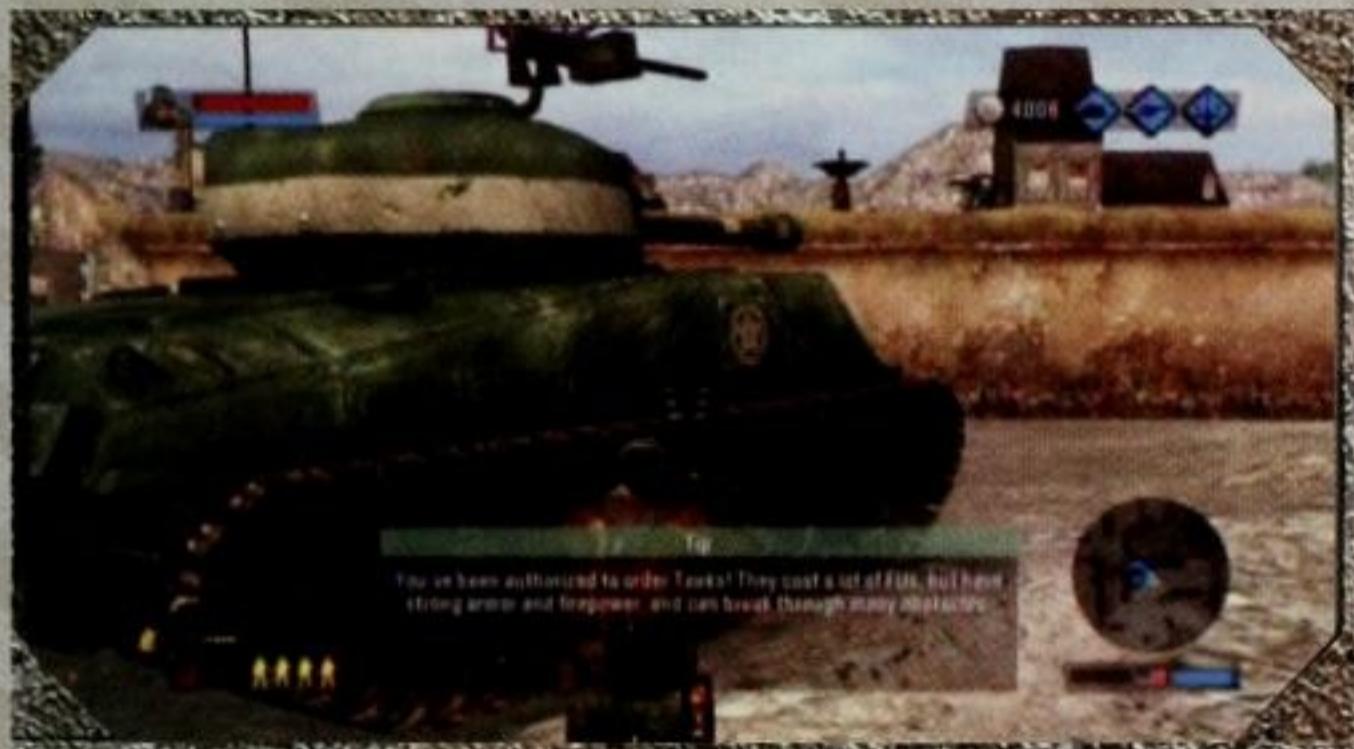
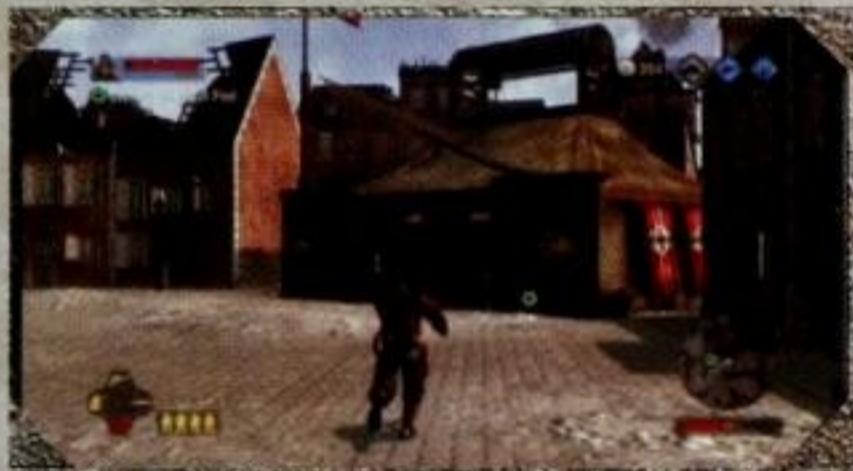
Call in an Air Strike to destroy the Barricade once the area is clear of the big guns. Be aware, however, that there are likely to be a few straggling infantry around as you move in.





Another Barricade bites the dust.

The Armory lies just past the now destroyed Barricade. Unfortunately, two squads of German infantry are defending the area and one is manning a .30 Cal machine gun. Move up and toss a few Grenades their way to soften the defense and then sweep through to capture the Armory. With the Armory secure, get yourself a Tank—you deserve it!



Once you get the Armory under control, order up a Tank.

OBJECTIVE 5: MOVE TO THE CHURCH & CAPTURE STRATEGIC OBJECTIVE 3

As you move through the town the Germans bring in a Halftrack and a Wirblewind tank. Keep a close eye out for these enemies because they seem to come out of nowhere as you're moving through the narrow streets. It's also important to keep an eye out for the Statues (see Tip), because some are hidden behind walls.



Destroy the Halftrack with one shot.

BONUS OBJECTIVE: STATUES

There are five Golden Eagle Statues placed around the town. If you destroy all five, you earn a medal and unlock an achievement.



This is one of five Golden Eagle Statues in the town.

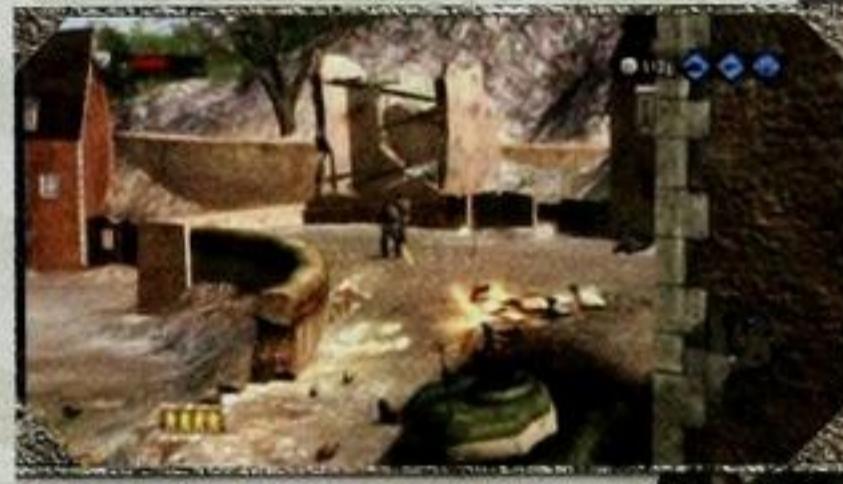
There are enemies around every corner and, while the AT presence isn't particularly daunting, the constant attacks from potato-masher grenades can eat away at your tank. Always be at the ready to jump out and repair your vehicle.



Repair whenever you get the chance.



The Wirblewind is a major pain in the butt.

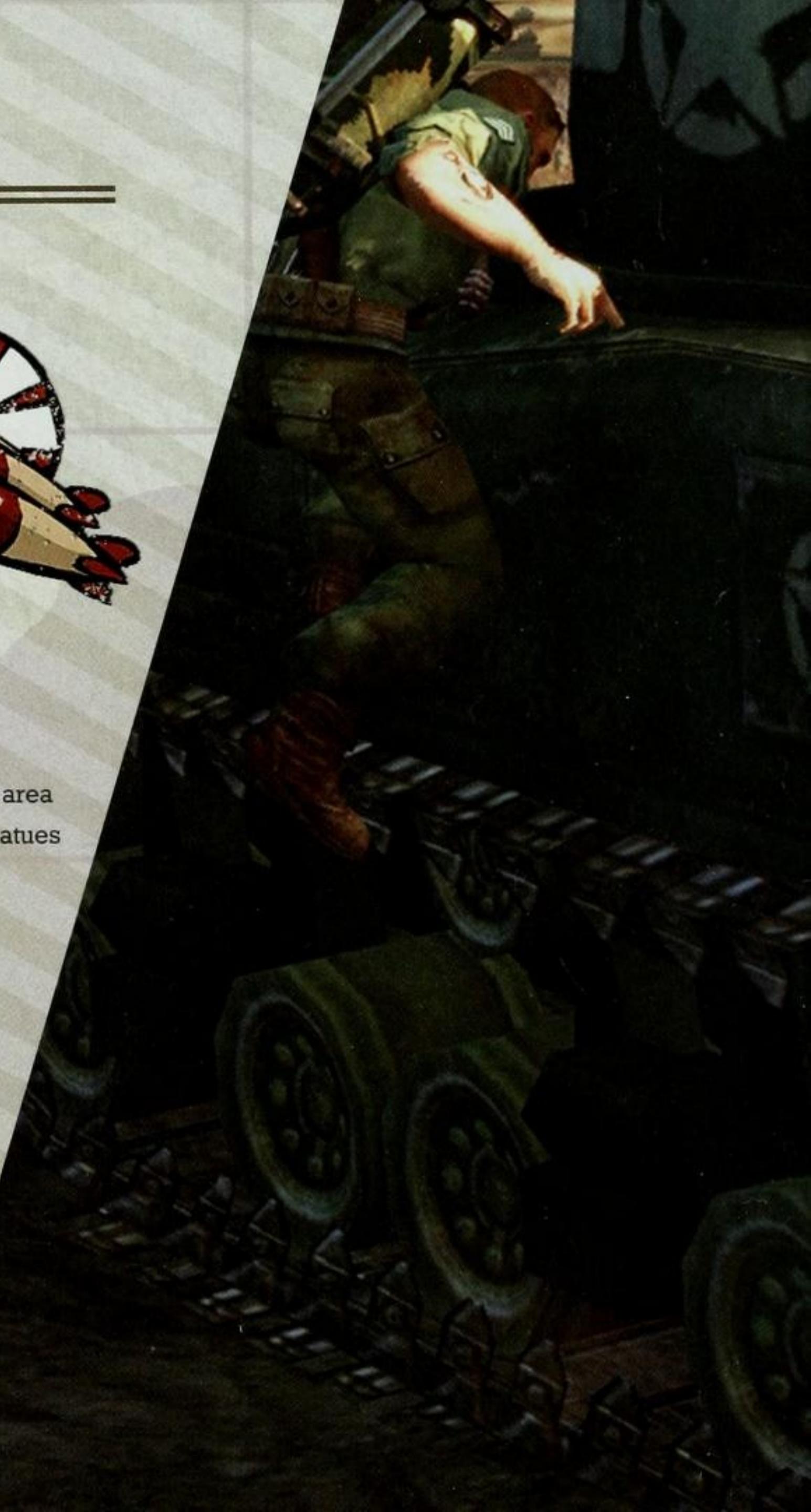


REPAIRING

Don't jump out and repair unless the area around you is clear. Anti-Tank weapons and enemy armor can wipe you out with a single direct hit. Wait for a lull in the battle to repair your vehicle.



Move through the next street and round the corner to reach the Church and Strategic Objective 3. Take out the Germans in the area and secure the objective before you mop up and destroy any statues in the area (see map).





You receive a medal when all the statues are destroyed.



Capture the objective.

► OBJECTIVE 6: CAPTURE STRATEGIC OBJECTIVE 4 & DESTROY THE HOWITZERS

The path out of the town follows a narrow road that has water on either side. The road is a choke point where German AT Guns await you, so use your Tank's gun to take out the AT Guns from afar as you approach. Strategic Objective 4 is just past the bridge; secure it when you arrive. As soon as you claim the objective an enemy Puma shows up, so take it out quickly before it can do a lot of damage to your tank.



Capture the objective.



Take out the Puma as soon as it arrives.

There are five Howitzers in the nearby hills. Your job is to move in and destroy each of the Howitzers one at a time.

The challenge here is that the enemy moves about very quickly and attacks with Pumas relentlessly while small groups of Panzerschrek (infantry anti-tank weapons) are everywhere. The key is to move quickly and get as much done as quickly as possible. When your tank takes too much damage, retreat and repair or have another tank dropped in (if you can afford it).



The constant stream of Pumas are an annoyance to say the least.



Get in and do the work as fast as possible.

RUN THEM OVER

If there are too many infantry in front of you, don't worry about hitting them with your .30 Cal gun, just run them over. It doesn't matter if you're using a tank, a Halftrack, or a 4x4, they're all capable of running down pesky enemies.



OBJECTIVE 7: REPAIR BRIDGE & GET TO RENDEZVOUS POINT

The area we call the "Gauntlet" is the last stretch of open road between the bridge and the Rendezvous point. The enemies here are endless; they keep coming no matter how much you fight, so be aware that you cannot fight them in a war of attrition. You must simply thin them out to the point where the road can be negotiated by you. It's also important to point out that using any vehicle other than a Tank is likely suicidal in this situation. Begin by moving up to the destroyed bridge, take out the AT Gun on the far side, then drop a replacement bridge in.



Once the bridge is repaired you can make a run for it.

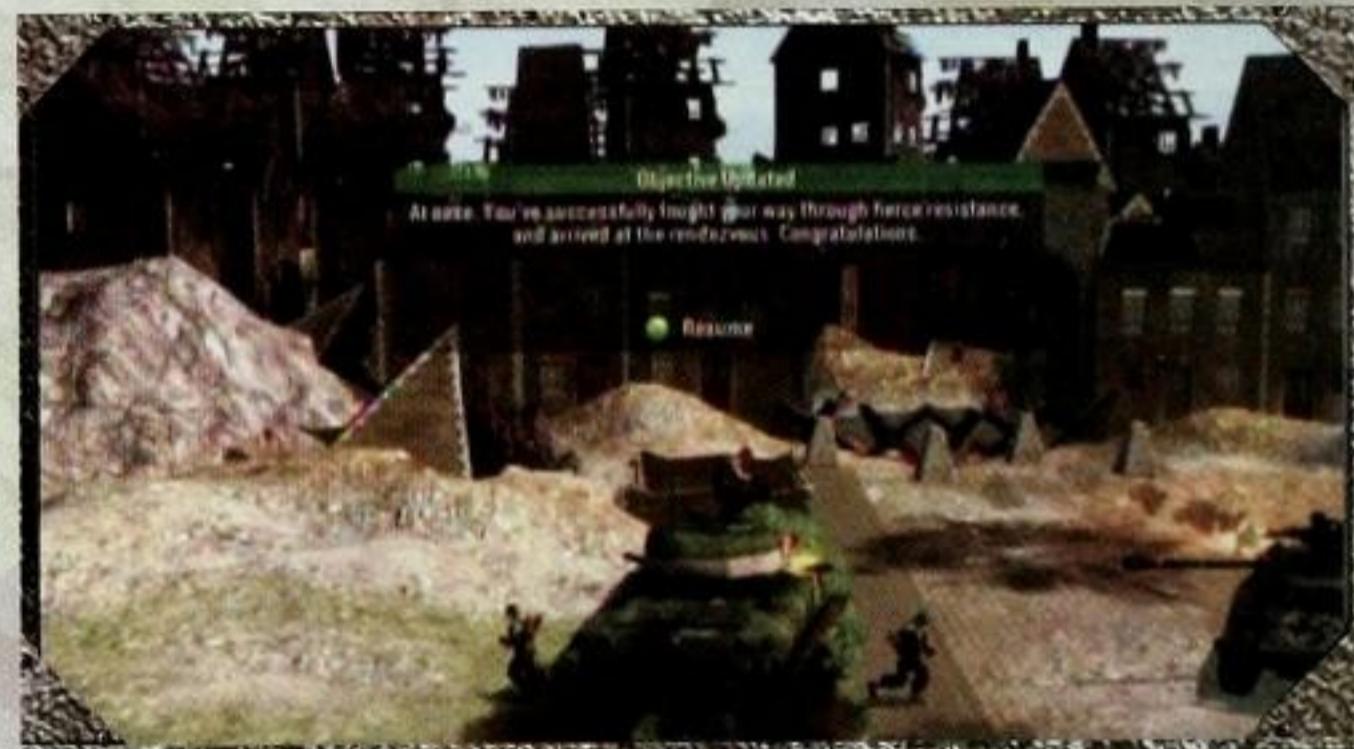
The German infantry is armed with Grenades and the Pumas are relentless. Your best chance is to move directly toward the Rendezvous point while firing the main gun at the enemy armor in the area.



If you can't beat 'em, run 'em over.



Expect to take hits constantly as you move toward the Rendezvous point.



Getting to this point means victory.



Mission 4

Mortain

With the French Resistance now contacted, Adrienne and Père François have gone ahead into the town to alert the innocent civilians so that they can evacuate before the fighting starts.



Adrienne and Père prepare to go into town.



WALKTHROUGH

GLOBAL OBJECTIVE

The main objective of this mission is to secure the town perimeter while the civilian population is evacuated. Securing the perimeter involves capturing the Armory, the Motor Pool, and the Radio Tower as well as three farms (with Strategic Objective markers) that skirt the town center. Once this is accomplished you must capture the town center and then hold off a fierce counter attack to claim victory.

Objective 1:	Secure West Farm and Radio Tower
Objective 2:	Secure the North Farm and Armory
Objective 3:	Secure the South Farm and Destroy the Bridge
Objective 4:	Capture the Town
Objective 5:	Defend the Town
Objective 6:	Destroy the Cannon Cars
Objective 7:	Shoot down the Enemy Aircraft
Objective 8:	Defend against more Pumas



RECOMMENDED CHARACTER:

This is a mission where JD's accurate Sniper Rifle really shines. His Trench Gun is handy as well for those up-close-and-personal encounters.



2ND RECOMMENDED CHARACTER:

Anytime there are enemy armor units around, Deuce is handy to have because his Bazooka can take out any armor unit (albeit slowly).



ENEMIES TO WATCH FOR:

Paratroopers, Pumas

RECOMMENDED VEHICLES:

Tank, German Halftrack

OBJECTIVE 1: SECURE WEST FARM AND RADIO TOWER

Your immediate task is to move in and secure the West Farm Objective and the Radio Tower. These two locations are very close to each other which makes capturing them and holding them together somewhat easier than if they were apart. Move down the road and ready JD's Sniper Rifle.



Ready the Sniper Rifle.



Aim high when trying to pick off enemies with the Sniper Rifle.

ASSAULT A PUMA

There are a couple of opportunities in this mission to use JD's Assault Squad Command to capture an enemy tank. If it works, it's well worth doing. It can be used early in the mission or just to take the heat off of one of your own battered tanks.



SNIPING



When using JD Tyler's Sniper Rifle it's highly advantageous to aim for the enemy's head. A well-placed shot to the head takes an enemy down instantly, whereas hitting the enemy in the torso can require three or even four shots to fell him.

Once the area is mostly clear of enemies, move to the West Farm Objective marker and secure it. Once completed, move your men to the Radio Tower and gain control of it as well. Expect the Germans to parachute in another wave of soldiers and guns to attempt to retake these locations from you.

Use your superior intellect and charm to gun these enemies down before they get what they want.



The German Halftrack in the background is about to be yours.



After you capture the Radio Tower, head for the Halftrack.

SHOOTING BARRELS

Most barrels explode when shot at. In fact, they tend to explode very violently, laying down damage in a relatively wide area around them. For this reason it's best not to take cover behind barrels. More importantly, however, if you find enemies near barrels, don't aim at the enemies, aim at the barrels! JD Tyler's Sniper Rifle is particularly effective for this reason.



OBJECTIVE 2: SECURE NORTH FARM AND ARMORY

Before you hop into the German Halftrack that waits near the Radio Tower, move up to the Machine Gun mount that points to the north and take control of it. In a few seconds a squad of German soldiers is going to come straight over the hill and using that gun can save you time and men. Once the enemies are dead, hop in the Halftrack and move north to the North Farm objective.



Use the German Machine Gun to your advantage.



Commandeer the German Halftrack.



The North Farm objective lies to the left in this picture.

Capturing the North Farm is relatively easy, but holding it is another matter. Once you get to the farm the enemy begins a systematic counterattack on the area that is sure to keep you on your toes. The Germans immediately fortify the Armory when the objective is taken, but the Halftrack is still your best bet for getting close and for thinning out the infantry in the area.



Note the German supplies parachuting down in the distance.



When the Halftrack gets severely damaged, bail out.

Chances are that you can get within about 100 yards of the AT Gun that lies between you and the Armory. Use the *Destruction on Demand* menu to drop down some Machine Guns and at least one AT Gun. These can provide a blanket of pain that will nuzzle the Germans into their deathbeds. Use the AT Gun to pound any hard targets into oblivion, then repair the Halftrack and move in to capture the Armory. The last few hundred yards are guarded by infantry that your Halftrack's .50 Cal gun can handle.



An AT Gun drops in after JD Tyler asked for it.



Between the AT Gun and JD's Sniper Rifle, the German's are toast.



The Armory is all but yours now.

MEDAL OPPORTUNITY

As you approach the Tank wreck near the river to the south, you get a message that an Allied Tank Crew is nearby. Your job is to keep the Germans occupied and ultimately protect the crew long enough for them to get to safety. If you can do this, the medal is yours.

OBJECTIVE 3: SECURE SOUTH FARM & DESTROY THE BRIDGE

The South Farm and the bridge are both visible from the Armory. Load back into the Halftrack and move toward the South Farm. This area is guarded by infantry alone, making its capture relatively easy with the Halftrack's armor and gun. Once the objective is captured, it's time to turn your attention to the bridge.



The Halftrack's .50 Cal gun is very effective here.

DESTROYING THE BRIDGE

The enemy continually reinforces the area via trains if the Bridge is not destroyed. In that respect destroying the bridge sooner than later can be advantageous, although getting to the bridge quickly can be tricky..

With the Radio Tower in your control, the bridge can be eliminated with an Air Strike. There is an AT Gun and one Machine Gun nest on the far side of the bridge, so after you take out the bridge it's not a bad idea to call in another Air Strike on the AT Gun.



Once the objective is yours, it's time to think about the bridge.



Call in an AT Strike on the bridge.



Why not call in another one to take out the AT Gun as well.

► OBJECTIVE 4: CAPTURE THE TOWN AND DEFEND IT

The German Halftrack has served you very well, but now it's time to pack it in and summon up a some *real* armor. Use the DoD menu to call up a Tank and mount up. Once in the driver's seat, move up into the town.



Call up a tank.



Ride up into the center of town.

As you reach the top of the roadway leading into the town center the Strategic Objective comes into view, as does a bevy of German soldiers and even a Panzer tank. Work quickly to dispose of the most dangerous enemies first (the Panzer specifically) and don't worry about the objective until the enemy soldiers and armor is destroyed. When you finally capture the objective, get out of your tank and repair it right away, because more fighting is coming.



A cat-and-mouse game with a Panzer.



Once the area is clear, move in and capture the objective.



► OBJECTIVE 5: DEFEND THE TOWN

With the town under you control you need to access Destruction on Demand to place some .30 Cal and .50

Cal machine guns around the objective's perimeter. These guns help a great deal in keeping the infantry that approaches the area at bay. You may also want to place a few AT Guns around, but those aren't as important until after the AA Gun attacks that come later.

There are six attack waves of German infantry that come at the town center. Some of these attack waves start fairly far out on the map and you can actually go hunt them down before they get close to the town center. Leave the town center well-defended so that you can go hunting without having to worry about the objective. The Tank is an excellent tool for quelling these attacks.



Place some guns around the town square perimeter.



Use your Tank to make quick work of the advancing German infantry.



For now it's mostly infantry that attack.



After a while a Halftrack arrives.



Away from the town center a few pockets of resistance pop up, but nothing serious.

If you leave the town center there is a possibility that the enemy can retake it, so make your way back up there to either reinforce the existing troops or recapture the area. After you recapture/reinforce the area now is the time to place any extra AT units that you can afford in the town square.



Those sneaky enemies retook the town square whilst we were out hunting.



If need be, recapture the town center.

GERMAN TECHNOLOGY

When you are in a Puma you can only fire the main gun once every three or four seconds, but when the Germans are behind the wheel they can fire those puppies every second or two, making the amount of damage they do considerably more. It's important then that you make every shot count.



► OBJECTIVE 6: DESTROY THE CANNON CARS

It's clear that the Germans want this town badly. They now drop in several (four to be exact) Cannon Cars to try to flush you out. If you placed AT Guns, they are about to pay for themselves. If you didn't repair your Tank and get ready for some tank combat. The Cannon Cars move so fast that it's important you time up your shots carefully.



One Puma bites the dust.



Fortunately the Pumas are lightly armored and sometimes one shot is enough.

ARMOR

The sides and rear portions of all the armor in this game are considerably weaker than the frontal portions. For this reason you always want to have the front of your tank facing the enemy, and if possible you want to shoot the enemy in the side or rear of their armor. When it comes to Puma a single shot can take it out if you hit it in the rear quarter.

OBJECTIVE 7: SHOOT DOWN THE ENEMY AIRCRAFT (MEDAL OPPORTUNITY)

There are a pair of AA Guns just outside of the town center. Move quickly to these guns, take out the few German infantry there, and then mount one of the guns (and tell one of your crew to mount the second gun). The goal here is to destroy the enemy aircraft as they attempt to strafe the allied troops that are arriving in the valley below. Like the AA exercise in Mission 1, you don't have to lead the aircraft too much, just get the crosshairs on the plane and fire.



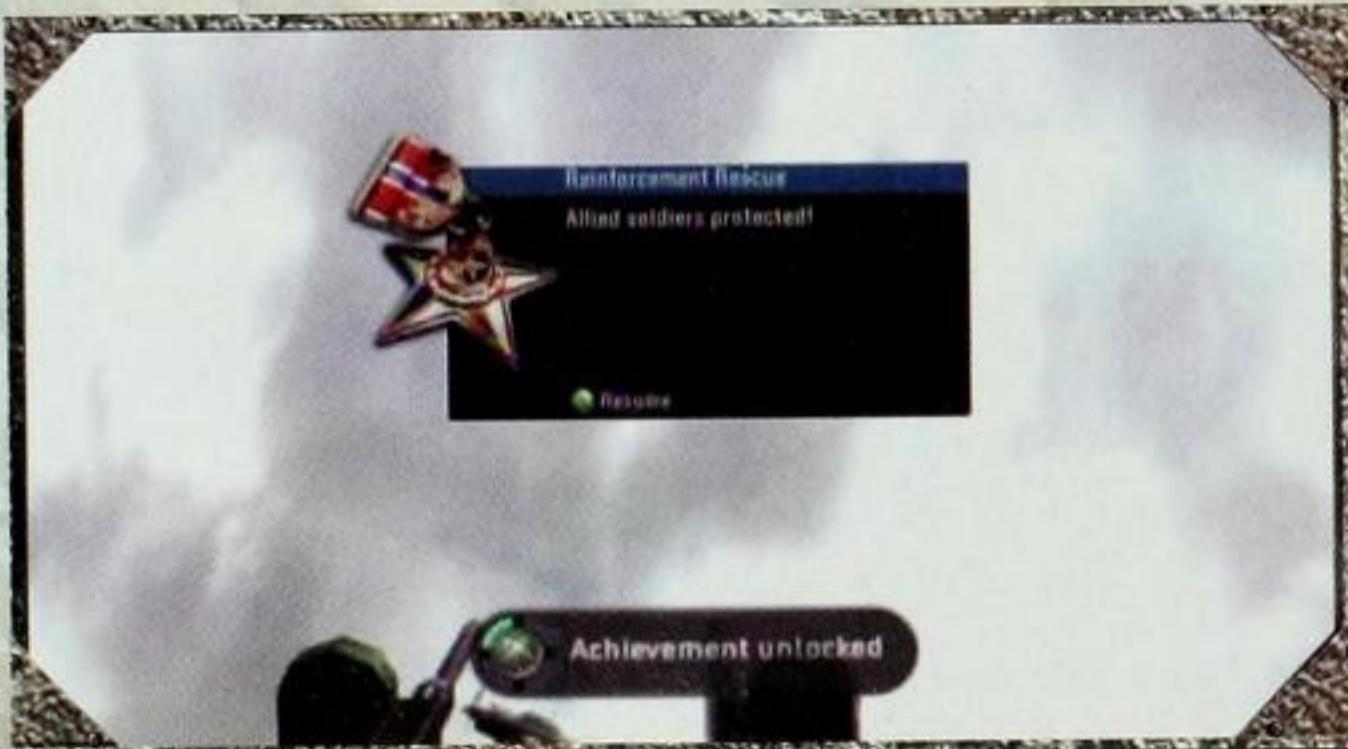
The AA Guns sit just outside of town.



Line them up and fire!



Line them up and fire!



If you destroy enough aircraft, you get the Reinforcement Rescue medal.

OBJECTIVE 8: DEFEND AGAINST MORE PUMAS

The Allies are close to arriving and saving the day, but the Germans want one more kick at the cat and they're sending in another onslaught of Puma light tanks to ruin your hard work. If you can, set up AT Guns in the town square and be sure to repair your tank before they show up. Once they arrive, make your shots count and keep moving even if only a little bit—that can throw the enemy's aim off considerably. The enemy Pumas are fast, but they tend to move quickly for a few seconds and then stop or slow down for a short time. Save your attacks for the few moments of immobility they exhibit to increase the chances of your attacks finding purchase. There are three Pumas in total that you must destroy.



Here they come!

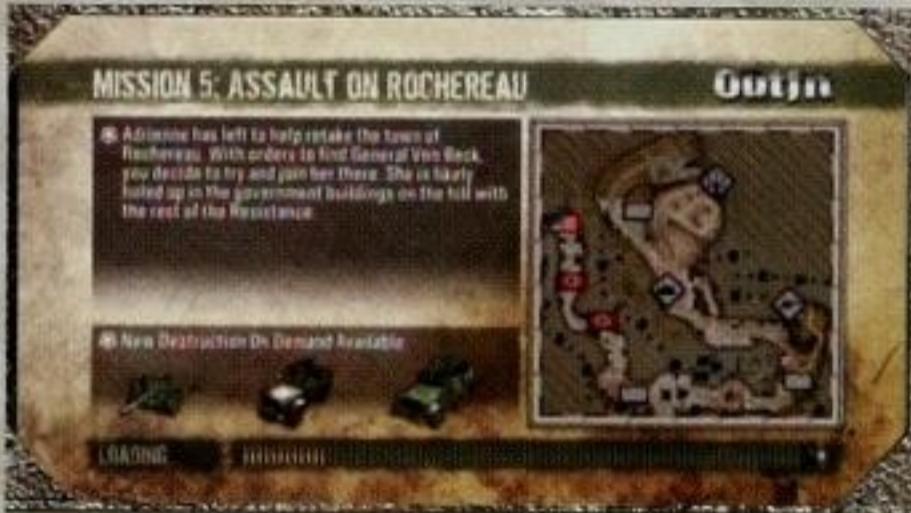


And three makes all of them! Congrats!

Mission 5

Assault on Rochereau

The goal of this mission is entirely geared toward finding the French Resistance member Adrienne, who is ostensibly being held near the Armory.



Recapturing Rochereau is a tall order.



WALKTHROUGH

GLOBAL OBJECTIVE

Adrienne went to help retake the town of Rochereau from the Nazis. You learn that she is likely holed up in the government buildings on the hill with the rest of the Resistance fighters, so you move to recapture the town. Your overall objective is to capture the key points, remove the enemy threat and wrap things up in the town hall.

Objective 1:	Capture Strategic Objective 1
Objective 2:	Capture Strategic Objective 2
Objective 3:	Capture Strategic Objective 3
Objective 4:	Navigate the Shelling Range & Capture Objective 4
Objective 5:	Capture the Armory
Objective 6:	Capture the Motor Pool
Objective 7:	Destroy the Artillery & Capture the Radio Tower
Objective 8:	Capture Strategic Objective 5 & Secure the Town Hall



RECOMMENDED CHARACTER:

The heavy amount of enemy armor in this mission make Deuce the first choice.



2ND RECOMMENDED CHARACTER:

There are loads of German infantry in this mission, and as such Tommy Mac's Grease Gun and Flamethrower are excellent and effective tools.



ENEMIES TO WATCH FOR:

Paratroopers, Pumas



RECOMMENDED VEHICLES:

4x4, Halftrack, Tank

OBJECTIVE 1: CAPTURE STRATEGIC OBJECTIVE 1

This objective is unbelievably well defended by enemy soldiers, machine gun nests, and even German armored units. It lies right in front of the starting point, but don't rush to capture it because a bevy of German soldiers land and counterattack viciously.



Lock and load.



The Germans aren't playing games. As soon as the first wave is thinned, more parachute in.

In order to counter the German attack, set up at least a pair of Machine Guns to help thin out the advancing SS soldiers. It's also important to keep your character behind cover most of the time because the enemy attacks are so vicious and are backed by both armor and machine gun nests.

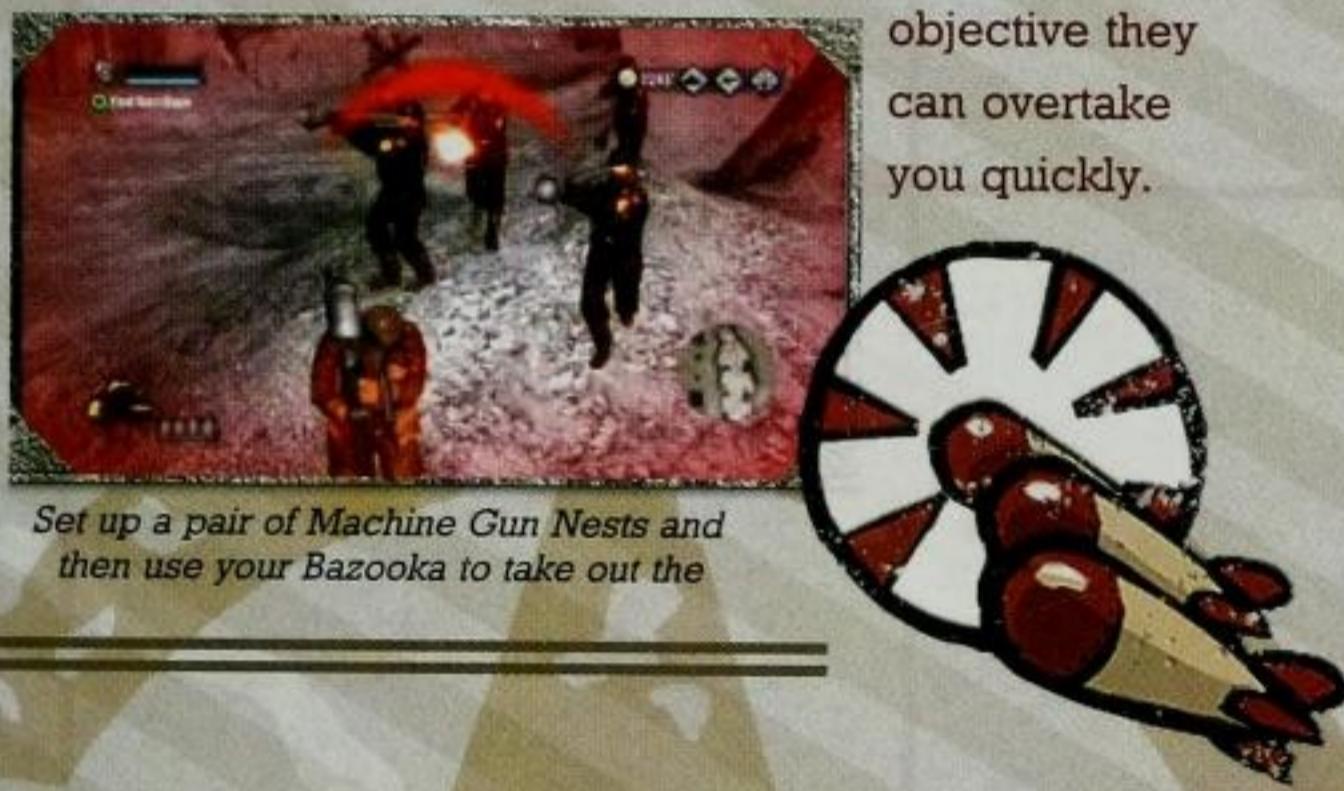


Put down some hardware to help your boys combat the German offensive.

THE GERMAN ATTACK

Don't be overzealous about capturing the first Strategic Objective. The Germans are about to mount an attack on your position, and if you extend too far toward the

objective they can overtake you quickly.



Set up a pair of Machine Gun Nests and then use your Bazooka to take out the

JD AND MAC

If you aren't using Deuce, taking out the enemy armor can seem like an insurmountable task. In order to be successful, use Mac's Sticky Bombs or JD's Molotov Cocktails to destroy the armor. The Sticky Bombs are the more effective option.

Once the armor is destroyed, carefully move up and capture Strategic Objective 1 (see map). The Germans continue sending troops in to harass you even though you've secured the location. Once you've repelled the secondary attack, move around the corner to the next objective.



Even when you capture the objective, the Germans don't let up.



Move around the corner into town.

► OBJECTIVE 2: CAPTURE STRATEGIC OBJECTIVE 2

The second objective is again defended by machine gun nests, armor, and scores of enemy soldiers. Start by peeking down the street and then pick off the machine gun nests with the Bazooka. Once that is done, place a pair of your own Machine Guns in the street to help with the infantry.

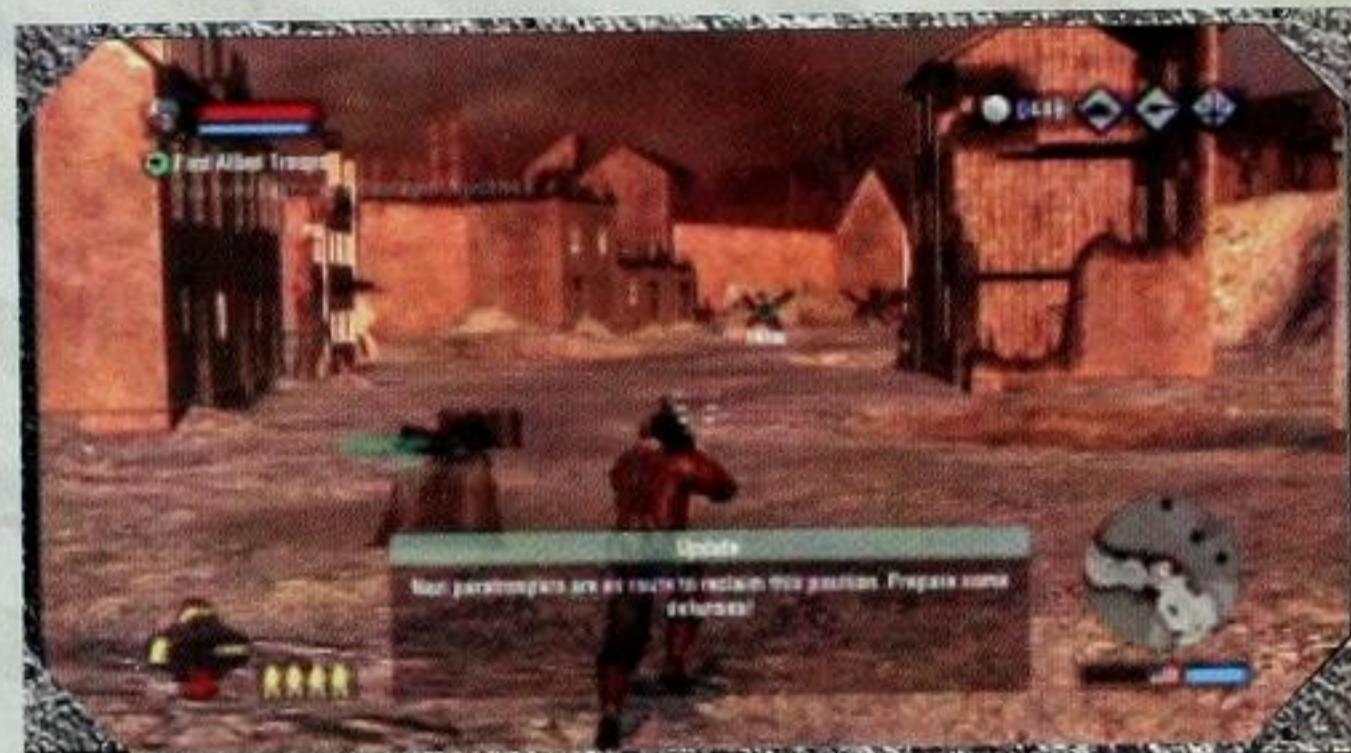


Place some .30 Cal guns in the street to cover your position.



Man the guns yourself if you want.

Once the basic line of the German defense is softened, move up the road toward the objective on the left. It probably has a group of four or five enemies guards, so be ready for them as you approach. A Fragmentation Grenade or two can do the trick. When the objective is captured, drop in a soldier to man the German machine gun nest nearby; you might as well use it since it's there.



Man this machine gun nest.

OBJECTIVE 3: CAPTURE STRATEGIC OBJECTIVE 3

The next objective is the best-defended of any yet. There is an AT Gun, several machine gun nests, and a Puma in the area - not to mention several squads of infantry and Panzerschrek units. Approach this area carefully, and put down some .30 Cal guns to help cover your men as you approach. Use Deuce's Bazooka to work on the hard targets while the .30 Cals concentrate on the infantry.



A .30 Cal gun is summoned in the street.



Use the Bazooka on the hard targets.

REPLACEMENTS

Be aware that in this area it is likely that you will have to replace the .30 Cal gunners and your squad members more than once. The enemy gunfire is hellacious.

Gaining control of the area near Strategic Objective 3 is difficult, and it must be done by chipping away at the enemy positions bit by bit.

Be sure to use cover as much as possible and replace any soldiers that are felled by the enemy.

When the area is clear, move to the objective marker and capture it. The Puma tanks nearby are not occupied by enemies, so don't attack them (you're going to need them).



Stay behind cover as much as possible.



Use the Bazooka to take out the AT Gun.



At last, the objective!

► **OBJECTIVE 4: NAVIGATE THE SHELLING RANGE & CAPTURE OBJECTIVE 4**

With Strategic Objective 3 in the bag, notice that there are two Puma tanks sitting nearby. Your job now is to get into one of these tanks and roll through the "shelling range" to get to Strategic Objective 4. This range is full of enemy units, but the important thing to remember is that it's not your job to fight these units. You should focus on getting past them in one piece. A key element to the road that leads through this area is the explosive barrels which dot the landscape along the path. It's critical that you attempt to blow up at least some of them (with your guns, as you are moving) before you make contact with them in the Puma. The explosions caused by the Puma hitting these barrels can cause heavy damage to your vehicle, so use your main gun and machine gun to try to blow up as many barrels as possible as you go. When you reach the end of the course, Strategic Objective 4 is undefended, so capture it and repair the Puma.



Run rabbit, run! Don't worry about these enemies, just keep moving!



These barrels do a lot of damage, so try to avoid them.



SO4 is undefended, capture it and repair the Puma before moving on.

► **OBJECTIVE 5: CAPTURE THE ARMORY**

With Strategic Objective 4 secure, assign some men to the two machine gun nests so that the enemy can't follow up from behind.

A message soon comes that some allied troops attempted to capture the Armory up the dirt road (see map) and haven't been heard from since. Take the Puma and roll up the road toward the Armory. Two waves of German infantry come out first, but beware of the Gun Car near the Armory.



Defend Objective 4.



Take out the infantry on the dirt road.



Watch out for the two Pumas up by the Armory. You don't want a surprise!

MEDAL OPPORTUNITY

Protect the Allied soldiers at the Armory to earn a medal.

Take out the Gun Car by probing up the road carefully. Once toast, repair your Puma and then move up to finish the job.



Take out the Pumas.

Once the trio of Pumas is vanquished, move down the road until it curves and exposes the Motor Pool. This objective is well-defended and there are several tanks, including a Panzer, that get in the way here. Drop at least one AT Gun into the roadway to help cover your attack on this location, then move in and destroy the enemy positions.



You may lose the Puma, but with Deuce's Bazooka you can proceed on foot.

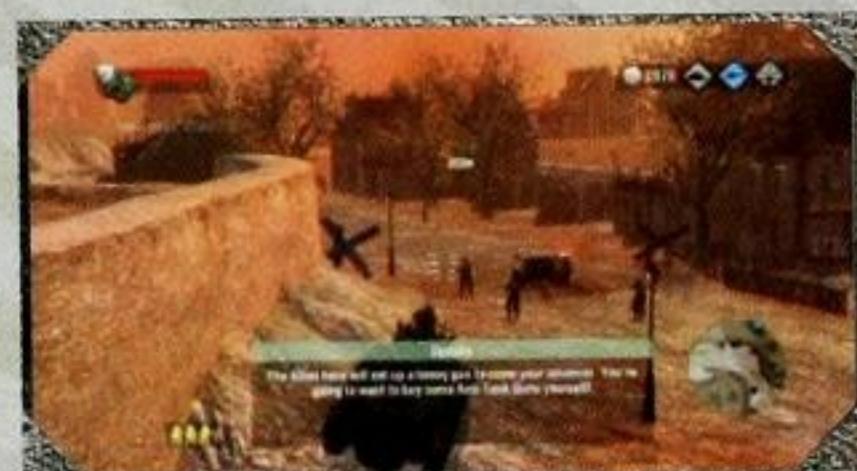


Now that you have the Armory at least you can purchase some AT Guns.

► OBJECTIVE 6: CAPTURE THE MOTOR POOL

Word comes down that Adrienne is at the Motor Pool, and it's your job to get there and capture it. Bring the Puma down from the Armory and into the street. As you proceed down the street an AT Gun drops in automatically for you, immediately adding to your clout as several German tanks approach.

Use your Puma's maneuverability to take out the enemy armor. Your first target is a set of three Pumas; take them out with extreme prejudice and stay within the line of sight of the AT Gun so that it can always cover your back.



An AT Gun automatically drops for you.



Dropping an AT Gun in the street helps to take care of the German armor in the area.



Once the Motor Pool is captured, order up a Tank and a defensive AT Gun for yourself.

OBJECTIVE 7: DESTROY THE ARTILLERY & CAPTURE THE RADIO TOWER

Before you move toward the Radio Tower area, clear out any enemies that block your immediate path. Once that is done, order up a Tank and move up the hill to destroy the Artillery pieces there. Watch out for the AT Guns and armor along the way, they have one goal, and that's to destroy you.



Use the DoD menu to order a Tank.



There is an AT Gun right at the beginning of the ramp.

Move up the path to the area above and turn right to see a row of four Artillery pieces that are just waiting to be destroyed. They are remarkably resilient pieces, and it can take up to four shots to destroy one. If impatience is a problem for you, then just ram them.



Four Artillery pieces lie right in front of you to destroy.



Ramming works remarkably well.

Sweep the remainder of this area of all remaining enemies and Artillery guns, pausing to repair your Tank whenever necessary. The Radio Tower is in the back corner, and it's important that you capture it so that the German's air strike ability is nullified.



Don't forget to capture the Radio Tower.



The last gun is destroyed.

MEDAL OPPORTUNITY

Locate the Allied Engineers and capture a German Panther Tank to claim the second medal in this mission.

OBJECTIVE 8: CAPTURE STRATEGIC OBJECTIVE 5 & SECURE THE TOWN HALL

There are two things left to do. The first is to capture the last Strategic Objective, and the second is to take control of the area in front of the Town Hall.

First, move down the road toward SO5.

When you get close use DoD to drop in plenty of support such as AT Guns since the enemy is going to bring in plenty of armor as you approach.



Move down the road.



At the first sign of trouble drop in some AT Guns and .30 Cal nests.

After an intense firefight, capture Strategic Objective 5 and then repair your Tank. Once ready, move up the road toward the Town Hall area, but be ready for Pumas and Panzers along the way. When you get to the entrance to the Town Hall grounds, drop in some extra support to help deal with the German presence.



There's a Puma on the road up to the Town Hall.



Billy, don't be a hero, drop in some AT Guns here.

Move into the area in front of the Town Hall with your Tank and lay waste to anything that moves. The AT Gun at the entrance can support your Tank as you blow through the area. The final challenge is a German Panther tank (the best tank they've got), but with your AT Gun and your Tank combined, you should be able to take it down. If your tank takes too much damage, bail out and use Deuce's Bazooka to take it out.



A German Panther!



When the German Panther is toast, victory is yours.



Mission 6

See the Light



The stakes continue to rise. Von Beck has slipped through your fingers again, and now the only way to discover his whereabouts is to obtain the various pieces of an Enigma decoding machine.



Time to go after the Enigma.



GLOBAL OBJECTIVE

This mission is full of intense challenges. First, you must capture the requisite Armory, Motor Pool and Radio Tower, but then you have to capture a Lighthouse and ultimately reclaim the various pieces of the Enigma machine by taking them off the bodies of fallen German officers. It's a tall order and the use of *DoD* becomes a critical aspect of this fight.

Objective 1:	Capture Strategic Objective 1
Objective 2:	Capture Strategic Objective 2 and the Armory
Objective 3:	Recapture Objectives & Capture the Motor Pool
Objective 4:	Capture Strategic Objectives 3 & 4
Objective 5:	Activate the Lighthouse
Objective 6:	Capture Strategic Objective 5
Objective 7:	Capture Radio Tower
Objective 8:	Get the Final Enigma Piece



RECOMMENDED CHARACTER:

Tyler's Sniper Rifle is very handy in the early going of this mission.



2ND RECOMMENDED CHARACTER:

The heavy amount of enemy armor in this mission make Deuce a solid choice.



ENEMIES TO WATCH FOR:

SS Troops, Pumas, AT Guns



RECOMMENDED VEHICLES:

Tank, Halftrack

The Wehrmacht Enigma Machine

The Enigma machine was a cipher encoding/decoding machine used by the Germans in World War II. This machine used a series of electro-mechanical rotors that would encode and decode messages depending on the code set. The Allied cryptologists found a way to decode a large number of the German messages sent using the Enigma encoding. This project was codenamed ULTRA, and just how it was so successful decrypting the German messages was likely due to a combination of many factors including the fact that they got their hands on more than one Enigma machine during the war. It has been estimated that the war was shortened (in the European theater) by more than a year because of the Allies' ability to decode German messages.

► OBJECTIVE 1: CAPTURE STRATEGIC OBJECTIVE 1

The first Strategic Objective lies at the top of the hill in front of your starting position. The enemy consists of SS officers behind two rows of sandbags. Pick off as many as you can with the Sniper Rifle then move up and toss a few Molotov Cocktails (or Grenades) into the area. Once this is done, move up and capture the objective.



Use JD's Sniper Rifle to thin out the enemies.



Molotov Cocktails rock!

ENIGMA PIECES

As you move through this mission, you'll take out a variety of enemy officers. Some of them carry pieces of the Enigma machine. The game alerts you when you have successfully obtained one of these pieces - or killed an enemy that's carrying one. The final piece must be obtained on the docks. There are three pieces in total.



► OBJECTIVE 2: CAPTURE STRATEGIC OBJECTIVE 2 AND THE ARMORY

As soon as you gain control of Strategic Objective 1, the enemy starts to peck at you from the edges of the town. You must now move into town and fight house by house until you reach Strategic Objective 2. Move carefully along and get into the town to start.



JD's Sniper Rifle can pick off the MG gunners with relative ease.

An armored car shows up as you work your way into the town. If you have Deuce, you can use his Bazooka to destroy it; otherwise, it's best to use Grenades, Molotov Cocktails, or Sticky Bombs.

Take out the enemy armor and continue down the street directly to Strategic Objective 2. Because the Germans are particularly aggressive when it comes to objectives, it might behoove you to place a .30 Cal gun at the end of the street to cover the objective area.



Use the .30 Cal to cover your advance.



You may choose to go down the side street to clear out the enemy squads before hitting the Armory.



Use DoD to give you the support you need.



MEDAL OPPORTUNITY

Destroying all of the enemy Transports guarantees another medal for the display case.

With the objective now in hand, the difficult part begins. The Armory is just around the corner, but it is well-defended and there are several squads of Germans in the cross street that forms a "T" with the street the Armory is on (see map). You must contend with a rather vicious crossfire as you approach the Armory, so it's best to put down at least two .30 Cal guns, one facing each group of enemies, before you storm the Armory. The other option is to approach the enemy directly down the side street.



The Germans left a .50 Cal for you to use.



There's a .50 Cal German machine gun under the town gates; use it to thin out the enemies at the Armory, then move forward cautiously. A Puma rolls up from the area below the Armory on the far side (see map), so be ready for this assault. If you're careful you can take the Puma down before it wipes out your squad.



We warned you about this—the Puma rolls up the hill before you know what hits you.

PUMA IN THE REAR

After the Armory is captured, a Puma comes up the back road, so be ready for it.





OBJECTIVE 3: RECAPTURE OBJECTIVES/ CAPTURE THE MOTOR POOL

After you capture the Armory, your first job is to take out the troops on the area directly below the structure. There is an AT Gun, an MG nest, and two squads of infantry (besides the Puma that is). The other factor you must deal with is that the German soldiers in this area are crafty, making it likely that Strategic Objective 2 has fallen back into enemy hands. Move back out and clear the area of enemies on your way to the Motor Pool, making sure that SO2 is in your hands.



Clear up the enemies below the Armory.



Next up, call in a Halftrack to take you up to the Motor Pool.



Blow up the road as fast as possible.



Get in and capture the Motor Pool.



Don't take any chances, drop in some .30 Cal guns to support the Armory.

Once you're at the Motor Pool expect a very fierce counter-attack. This is where *DoD* plays its biggest role yet; call in .30 Cal & .50 Cal MGs as well as a pair of AT Guns to defend the area, then repair any damage to the Motor Pool.



Take cover and summon up some DoD weaponry.



Lay down some solid defenses around the Armory.

ROUNDING UP FUS

If you find yourself short of FUs (cash), simply go out and find a few enemies to take out. Another way to gain FUs is to capture objectives. It doesn't matter if the objective in question is being captured

for the first time or not! In other words, you earn FUs for recapturing objectives, so letting them fall into enemy hands can have a benefit if you're short on the green.



MOTOR POOL DAMAGE

The Motor Pool is likely too damaged to allow you to call in a Tank, so spend the 100 FUs or so to repair it to usable condition. A Tank is going to come in very handy!

OBJECTIVE 4: CAPTURE STRATEGIC OBJECTIVES 3 & 4

If you have managed well, you should just have enough FUs to fix the Motor Pool and purchase a Tank. If you have any extra, purchase something to defend the Motor Pool area. Load up the Tank and take a look at the map to ensure that you don't have to go back and recapture any objectives. If you don't, use the Tank's gun to take out the AT Guns, armor and enemy emplacements around the next two objectives. It's not a bad idea to try to take some of them out from afar before you move in.

If you have an AT Gun or two by the Motor Pool they can also help your cause.



If long-range attacks work, then use them!

Strategic Objective 3 is off the to right in the field ahead of the Motor Pool. Capturing this objective is relatively easy since you need only roll your Tank beside it. The challenge here comes in keeping the objective from falling back into enemy hands. There is a crossfire coming from SO5 and SO4, making the area very dangerous indeed. If you have the money, lay down some *DoD* support after you capture the objective and then move quickly to Objective 5. If you don't have money, it's possible take the objective on foot. For this we recommend Tommy Mac or JD Tyler.

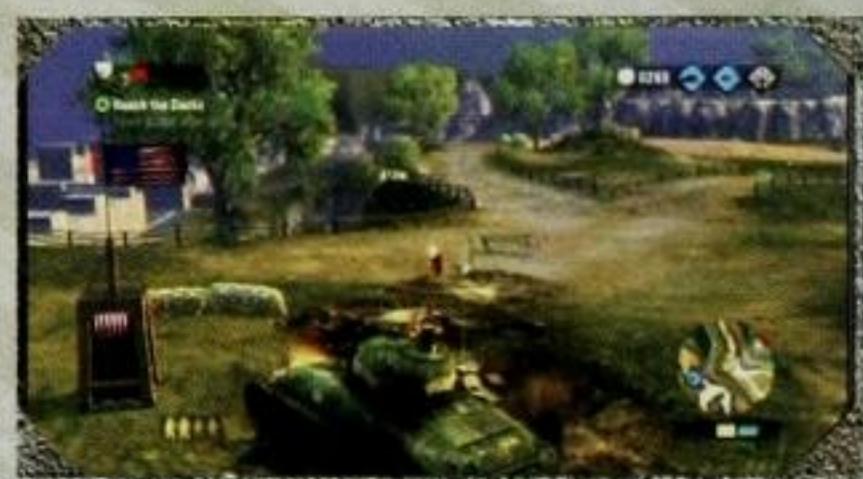


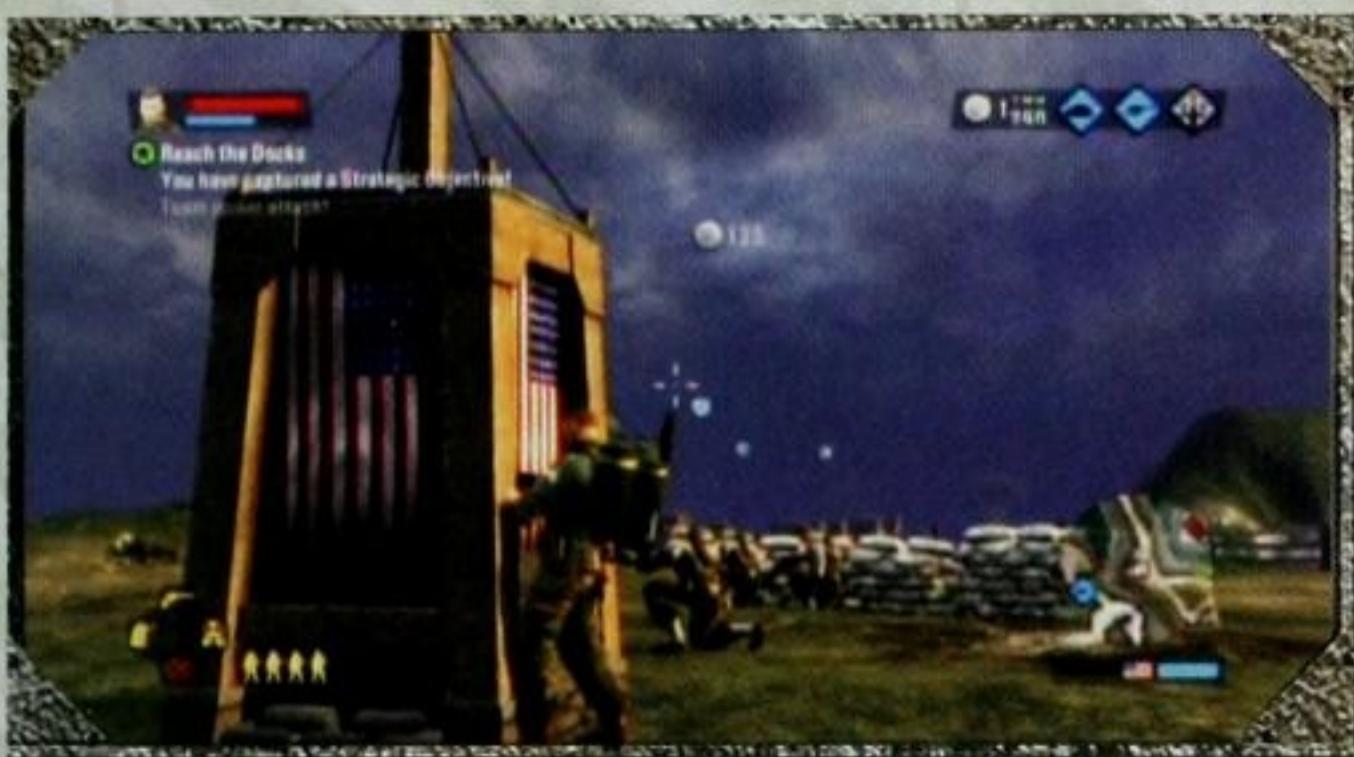
Capturing this location isn't the problem, holding onto it is!



If you have to do it on foot, it can be done.

When Objective 5 is captured, a Panzer tank on the Lighthouse Road shows up as well as some counterattacking SS troops. Hold the position and use either a Tank or Deuce's Bazooka to take out the enemy armor.





The actual objective marker makes an excellent place to take cover.

RPzB (Raketenpanzerbüchse) 43 Panzerschreck

Developed partially in response to the American M1 Bazooka, the RPzB 43 Panzerschreck was a simple but effective weapon. Basically, its construction consisted of a simple steel tube with a firing mechanism attached to it. The literal translation of Panzerschreck is "Tank Terror" and when you see what the Germans in this game can do to your armor with them, you'll understand why they were called that. Where the Panzerschreck really shines was in its ability to penetrate allied armor. The Panzerschreck could penetrate up to 200mm of armor (nearly twice that of the Bazooka). The Panzerschreck weight about 10kg (22 lb) and fired a 3kg rocket. The effective range of a Panzerschreck was about 150 m, although obviously the closer to the target it was the more accurate it would be.

OBJECTIVE 5: ACTIVATE THE LIGHTHOUSE

The Lighthouse is an important target that you must secure, but unfortunately the road leading up to it is guarded by AT Guns, MG nests, and plenty of determined Panzerschreck units. Activating the Lighthouse alerts the fleet that a naval bombardment can occur, thus clearing the way for the ground assault. Move carefully up the road to the lighthouse, being aware that SS troops guard the entire path.



Activate the Lighthouse.

OBJECTIVE 6: CAPTURE STRATEGIC OBJECTIVE 5

The area outside the Dock area is well-defended, so it's best to get a Tank if you can afford it, since the amount of enemy fire is intense and there is an AT Gun and a Panzer tank to contend with. After the Panzer is destroyed, move in and storm the objective on foot if need be.



A Panzer tank awaits by Strategic Objective 5.



One way or another, the enemy tank has to be removed.



There's an AT Gun behind the objective. Take it out.

SECONDARY OBJECTIVE

A secondary objective in this area is to destroy the Coastal Artillery. Doing this may not be high on your priority list, but it is an objective that nets you more FUs if nothing else.

OBJECTIVE 7: CAPTURE RADIO TOWER

You are now at the entrance to the Docks. The area looks formidable for a reason—it is. This is the time to get yourself into a Tank, but don't roll into the tiger's den just yet. Move slowly down toward the gate just enough to get the attention of the enemy armor inside. It's far better to sit back and pick the armor off from the outside than it is to get trapped inside where the crossfire is deadly.



You can try to thin out the enemy on foot (if you have Deuce), but it's dangerous.



A Tank is the answer.



Once you have picked off the Panzer and a few of the foot soldiers you can slowly creep inside the gates with the Tank. Just inside the gate is a pillbox. This is not much of a danger to the tank, but it should be destroyed nonetheless. Take it out and be aware that there are two more of these annoyances, one on either side of the entrance. Once the pillboxes are destroyed you can get out of the Tank and move to capture the Radio Tower.



Deuce takes out the second pillbox the old fashioned way (with his Bazooka).



You can capture the Radio Tower on foot.

OBJECTIVE 8: GET THE FINAL ENIGMA PIECE

Getting the Enigma piece involves getting down to the lower level of the docks. This is no small feat since there are tanks and AT Guns along the way. You can stay on foot to clear out the AT Gun at the mouth of the ramp that leads to the waterfront docks. Once this area is clear, get into a Tank and move down the ramp carefully, watching for enemy armor as you go.



Clear out the AT Gun and the SS Squads on foot if need be.

WATERFRONT DEATH

Moving down to the waterfront on foot is pretty much a recipe for death. Use a Tank instead.



The Panther tank is the most dangerous thing on the docks. It's the most powerful German tank in the game and it outmatches your armor by about 50%. Landing your shots on the sides and rear flank of the Panther can increase your chances of winning the battle.

The other option is to retreat and repair in the middle of the fight. Either way, the Panther must be destroyed. Once the Panther is gone, move down around the corner and kill the Nazi officer there, he holds the last Enigma piece.



When the area is clear, get in a Tank and head down to the waterfront.



The Panther is the biggest threat to you.



The final Enigma piece is here. The mission is over!

MEDAL OPPORTUNITY

There are several submarines tied up at the Docks. If you use your tank to destroy all of the submarines, a medal is awarded to you.

Mission 7

Sole Survivors

You have arrived at what was supposed to be a shoe factory, but clearly it's a munitions factory that the Germans are using to supply their war effort. General Morder may be in the area, so you must get to the factory and try to corral him.



There's a bad feeling about this mission. Will everyone survive?



GLOBAL OBJECTIVE

This mission offers a fantastic new twist. There is a heavily-armored train car with a heavy gun that can fire nearly once a second! The bonus for you is that you can commandeer this behemoth and use it to annihilate the considerable German forces in the area. The bad news is that it's difficult to do, and the enemy forces are tenacious and dot the landscape in great numbers. Ultimately, you must get to the munitions factory where a showdown between Morder and Deuce is due to explode.

Objective 1:	Capture Strategic Objective 1 & the Train Car
Objective 2:	Destroy the German Defenses
Objective 3:	Capture the Armory
Objective 4:	Capture the Motor Pool
Objective 5:	Capture Train Station & Strategic Objectives 2 & 3
Objective 6:	Capture the Radio Tower
Objective 7:	Capture Strategic Objective 4
Objective 8:	Capture Strategic Objective 5
Objective 9:	Penetrate the Industrial Complex

RECOMMENDED CHARACTER:

Tyler's Sniper Rifle is great early in the mission when capturing the Armored Train.

2ND RECOMMENDED CHARACTER:

The enemy is so plentiful that Tommy's weapons serve the situation well.

ENEMIES TO WATCH FOR:

Armored Train (the enemy train), Panzers, AT Guns

RECOMMENDED VEHICLES:

Tank, Armored Train

OBJECTIVE 1: CAPTURE STRATEGIC OBJECTIVE 1 & THE TRAIN CAR

The first Strategic Objective is just around the corner and it's lightly-defended from this approach angle. However, the area to the left (as you approach) has plenty of enemies just waiting for you to show up. There is also a pesky .50 Cal machine gun on the ridge to the right of the objective (again, to the right as you approach). The .50 Cal should be your first priority.



One shot each to the head...



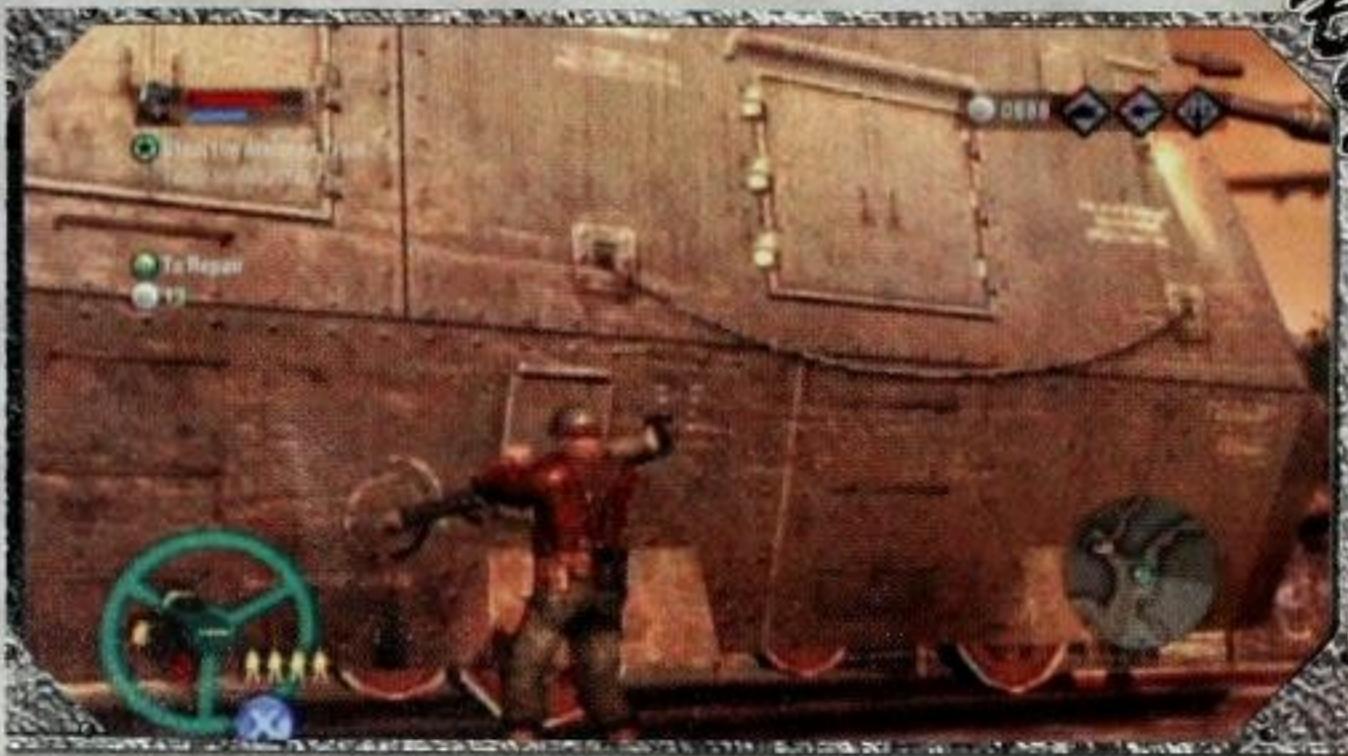
Take cover and wait for your chance to firebomb the MG nest.

Once the objective is in hand, the enemies near the Armored Train become annoyed and attack with a ferocity that reminds you of your mother-in-law the day she found out you were marrying her daughter. Move up and take control of the German AT Gun and use it to thin out the enemies before you move down and flush them completely from the area.



Use the AT Gun to help your cause.

The new goal is to get to the Armored Train and commandeer it. Make sure you have a full squad when you get there; repair the train if it needs it as soon as you arrive. After it's repaired, jump in and get the hang of the main gun.



Repair and then hop in.

► OBJECTIVE 2: BREAK THE GERMAN DEFENSES

This is a broad objective. The in-game objective is to capture the Armory, but in actual fact you must use the Armored Train to destroy the entrenched enemy forces, the armor, and the German-controlled Armored Train (which moves along the track above the area). Move your car slowly down the track and shoot anything that moves, concentrating on the AT Guns and the armor first.



If there's a vehicle on the tracks, ram it.



Take out whatever you can.

REAPPEARING TRAIN CAR



If the Armored Train car is destroyed, a new car eventually reappears at the starting point (by S01), so go back and use it repeatedly if need be.

MEDAL OPPORTUNITY

Destroying the enemy Armored Train that moves above the combat area yields a Medal! It's tough to do and in fact you are going to want to use your own Armored Train Car to do it.

There are several waves of enemy tanks, armored cars, and there are many AT Guns placed all over the area, so destroying it all can take a while. When your Armored Train becomes damaged more than 50%, hop out and repair it.



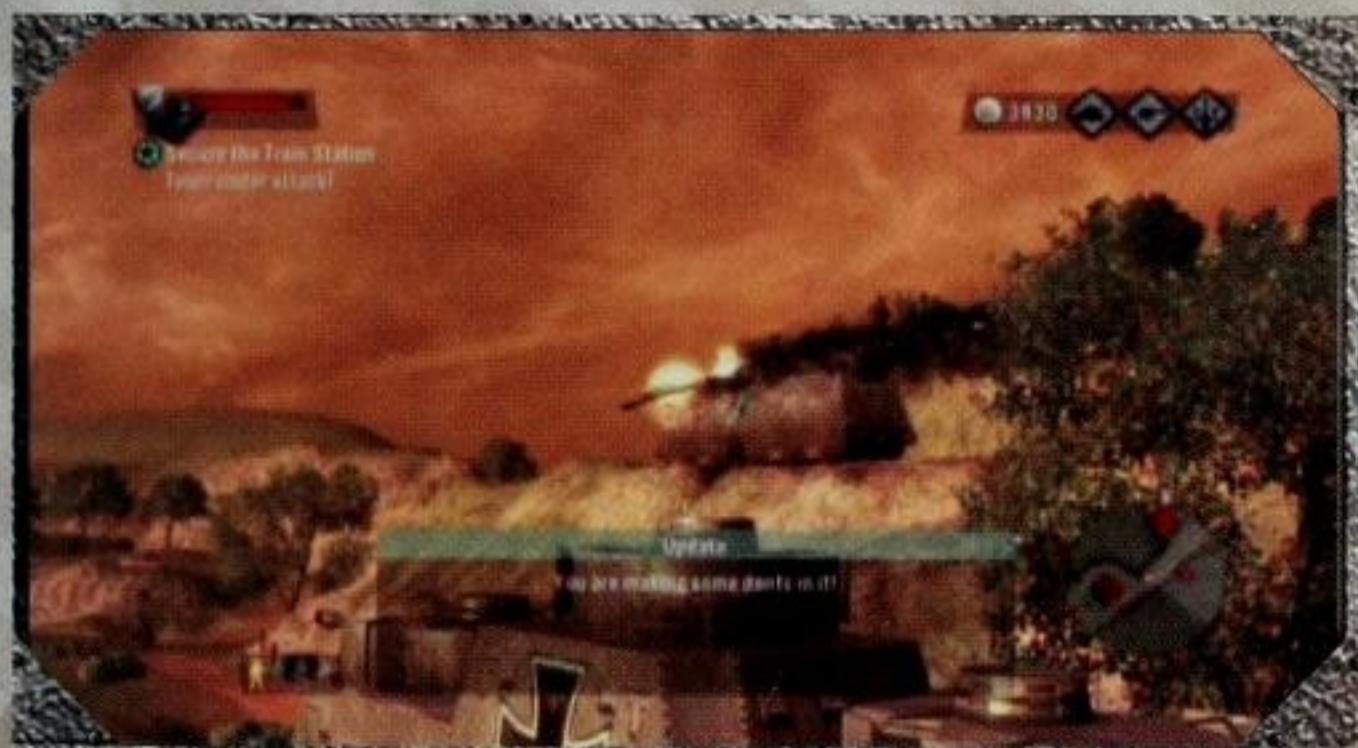
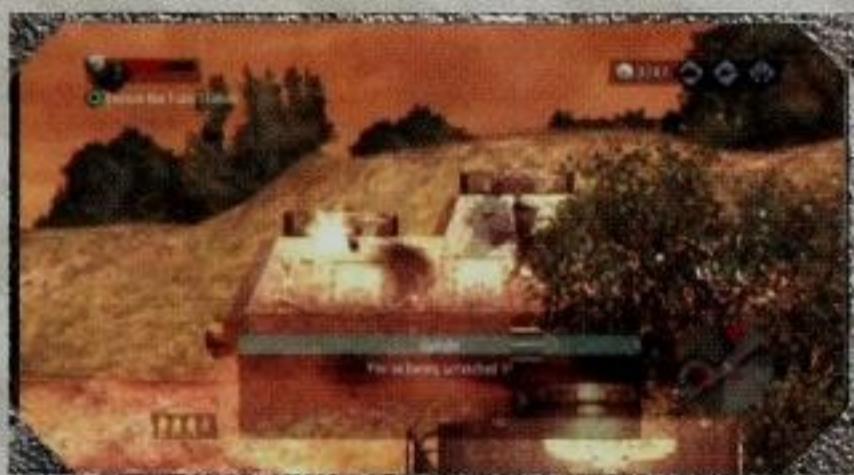
Be sure to take out all the enemy entrenchments.



Once the main defenses are under control, concentrate on the German-controlled Armored Train that moves along the track above. Note that the main gun on the Armored Train can fire nearly once a second. Use this to your advantage and pummel the enemy Armored Train until it finally blows up. Be relentless, destroy this train is key to your success.

Once the enemy Armored Train and the main defenses

and armor that the Germans throw at you are destroyed, you can hop out of the Armored Train and move up to capture the Armory.



Breathe a sigh of relief when the German Armored Train is destroyed.

ARMORED TRAIN PATH

The German-controlled train moves back and forth above your position until you destroy it. If you miss it on one of its passes, don't worry, it'll be back.

OBJECTIVE 3: CAPTURE THE ARMORY

The Armory is located on a raised bluff to the right of the train track (from the starting position). In order to get up to the Armory, you must move up the dirt road that leads up to the area. Use the Armored Train to shell the inhabitants of this area into the stone age, then get out and move up to secure the area. Expect resistance even after you capture the building.



Even after intense shelling, expect resistance.



Shooting these barrels causes a large explosion.



Secured!

OBJECTIVE 4: CAPTURE THE MOTOR POOL

The Motor Pool is just down the road from the Armory. You can take the Armored Train car to help clear out any extra enemies that have shown up since you cleared the area. Once the area is cleared, jump out and secure the Motor Pool. When secured, it's time to say goodbye to the train, so use *DoD* to summon a Tank so that you can move to the Train Station.



You might as well use the Armored Train car to get there.



Secure the Motor Pool.



Use your Tank to take out the large threats.



As you approach the exit a Panzer tank shows up, so be ready for it.

Once the area is free of enemy soldiers, move along the roadway toward the Train Station. The path is immediately clogged with paratroopers and other German weaponry. So work quickly and aim carefully with your Tank's gun. Place some AT Guns down to help with the battle as soon as you approach Strategic Objective 3.



Once you get to this marker, call upon your DoD to fortify the area.



AT Guns and Machine Gun nests are imperative to hold this position.

OBJECTIVE 5: CAPTURE THE TRAIN STATION & STRATEGIC OBJECTIVES 2 & 3

Follow the roadway to Strategic Objective 2. The area is well-defended; there is an AT Gun, MG nests, and a halftrack shows up after you capture the objective marker. Hunker down in the Tank and take the enemies out as they come to you. Placing a .30 Cal gun or two near the marker is a good idea as well, since there are four or five squads of infantry coming.



MEDAL OPPORTUNITY

Just off to the left of the area where Strategic Objective 4 is, there is an area with Wehrmacht POWs that you can protect from the enemy forces to obtain a medal.

The Germans launch a counter-attack once the marker is secure, so repair your tank and make sure that the AT Guns and MG nests are manned. Eventually a troop train arrives – destroy it and then move down the tracks toward the river.



This is a perfect example of why it's important to use *DoD* to fortify your positions. The AT Gun on the left is working with the Tank to destroy the German Panzer that's approaching. Without the AT Gun, the Panzer would make it to point-blank range.



When the train shows up, destroy it.



Move down the tracks toward the river.

► OBJECTIVE 6: CAPTURE THE RADIO TOWER

The Radio Tower lies just around the corner as you follow the tracks. Rather than bowing straight into the fight, lay down an AT Gun and a .50 Cal nest to help thin the enemy locations out before you venture up to the Radio Tower. Once the area is relatively clear, move up to the Radio Tower and seize control, but beware of the German armored car that rolls up.



Drop some DoD into this area to support your attack.



Capture the tower and say goodbye to the armored car that approaches.

► OBJECTIVE 7: CAPTURE STRATEGIC OBJECTIVE 4

The next objective is on the main village road that's off to the right of your current path. There's an AT Gun there and several squads of SS troops, so move in with the Tank and clear it out before capturing the objective.



Watch out for the AT Gun hiding in the grass.



OBJECTIVE 8: CAPTURE STRATEGIC OBJECTIVE 5

Move into the town and up to the ridge that overlooks the town beyond. There are two natural spots to place a pair of AT Guns, put them down and then watch out for the enemy armor that's coming your way. With the AT Guns in place, move forward secure in the knowledge that they are backing you up.

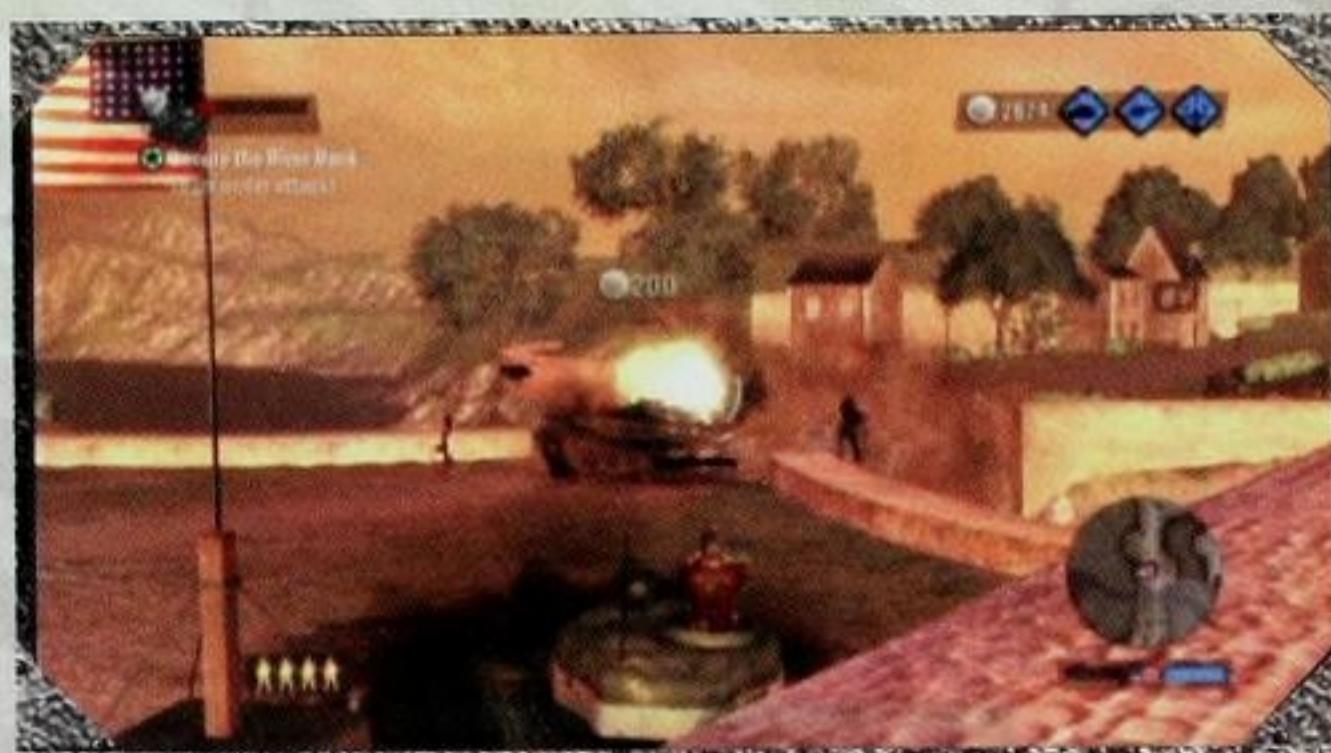
The objective lies just beyond the bridge, so move to capture it, then turn around and blow up the bridge so that you can't be followed.



Move up to this ridge and place a pair of AT Guns overlooking the village.



Capture the objective.



One well-placed shot can take out both the Panzer and the bridge.

OBJECTIVE 9: PENETRATE THE INDUSTRIAL COMPLEX

This next portion requires a great deal of careful *DoD* management. Advance into the Industrial Complex, and it's no small task. Whenever you get to a defensible position with good sight lines, put down an AT Gun and a .50 Cal nest. Start by moving across the tracks toward the complex entrance.



Put down some support by Strategic Objective 5.



Note the AT Gun backing up the Tank in the lower right corner.

The first order of business is to capture Strategic Objective 6. once that's done, move up to Position A (see map) and place a pair of AT Guns and a .50 Cal MG nest to prevent the enemy from overrunning the position.



Capture Strategic Objective 6, then move to Position A on map.



Clear the area of enemies before you put down the AT Guns.



Set up a defensive position here.

The Germans just keep coming, so push forward to Position B (see map) and set up another defensive position.



Use the German AT Gun at Position B.

Place at least one AT Gun at Position C (see map) to help your Tank deal with the pair of Panzers and the German AT Gun on the other side of the barrier. Use short excursions beyond the wall to chip away at the two German tanks, repairing your tank when necessary. When the tanks are destroyed, move up the ramp to end the mission.



Move up this ramp to finish the mission.



Is Deuce dead?

Mission 8

Vengeance

That sniveling priest, Père François has double-crossed you, and as a result Deuce lost his life (yes, it appears he is dead). Revenge is a dish best served cold, but this time you're the one dishing it out. Find the priest and make him pay.



This time the Priest is your primary target.



GLOBAL OBJECTIVE

After capturing a pair of Strategic Objectives, you take over the Motor Pool first, which gives you immediate access to your armor. Once you have a Tank the mission becomes easier since Deuce and his Bazooka are no longer around to help out. Fortunately, there's a fantastic Tank - the Calliope Tank - which has a Rocket Launcher rack on it. This very powerful weapon fires several rounds a second and can make very short work of any enemy armor. Once you get to the Monastery, destroy the building to take out the priest.

Objective 1:	Capture Strategic Objective 1
Objective 2:	Capture Strategic Objective 2 & Motor Pool
Objective 3:	Capture Strategic Objectives 3 & 4
Objective 4:	Capture Strategic Objective 5 and the Armory
Objective 5:	Capture Strategic Objective 6
Objective 6:	Capture the Radio Tower & Calliope Tank
Objective 7:	Destroy the German Armor Attack
Objective 8:	Capture Strategic Objective 8 and Destroy Monastery

RECOMMENDED CHARACTER:

JD Tyler's Sniper Rifle is handy, but his ability to Assault and destroy enemy armor with his Squad Command is also very helpful in this mission.



2ND RECOMMENDED CHARACTER:

The enemy is so plentiful that Tommy's weapons serve the situation well.

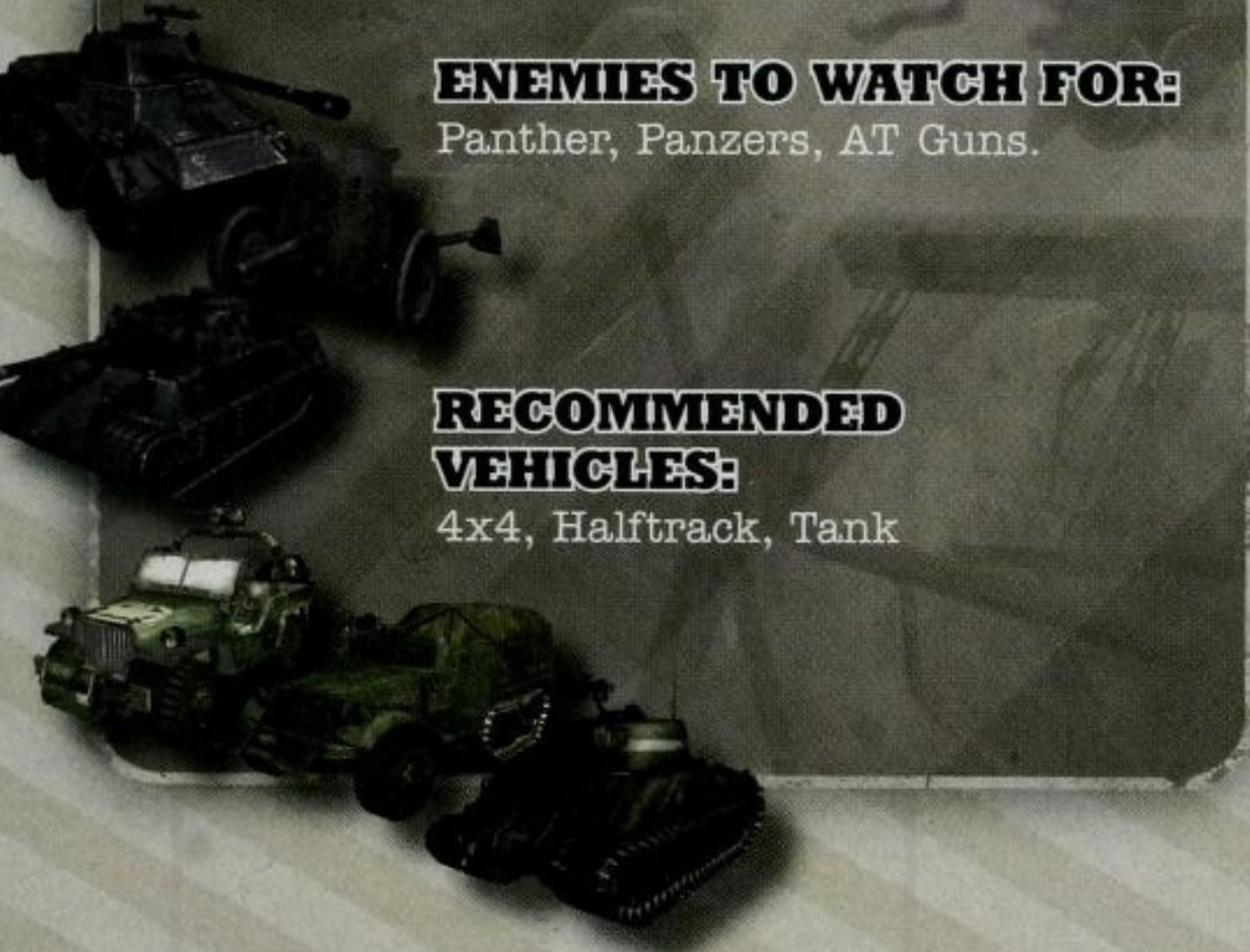


ENEMIES TO WATCH FOR:

Panther, Panzers, AT Guns.

RECOMMENDED VEHICLES:

4x4, Halftrack, Tank



DEUCE IS DEAD

Deuce is dead and is no longer an option on your character selection menu.

OBJECTIVE 1: CAPTURE STRATEGIC OBJECTIVE 1

Normally Deuce would be the man for capturing this objective since there's an enemy armored vehicle nearby, but you must select either JD or Tommy for the job. JD's the prime choice because his accurate Sniper Rifle can thin out the infantry from afar and the Molotov Cocktails can work on the armor. Move toward the bridge, but stay behind cover as you approach.



The combination of enemy infantry and the armored vehicle guarantees intense incoming fire.

This initial run toward the objective marker and the enemy armor is especially harrowing. Drop in a .30 Cal gun on the bridge to help provide some support before you move across to capture the objective. Once the area is clear, get to the objective and use it for cover from the enemy Tank.



Call in a .30 Cal gun.



Use the .30 Cal to thin out the enemy presence.



When the way is relatively clear, move up and capture the objective.

After Strategic Objective 1 is under control, move up to capture the Armored Car that's showering you with bullets. Try taking out the gunner without destroying the car. If you must, revert to a Sticky Bomb or Molotov Cocktail. The idea here is to take the car after you've knocked out the driver.



Approaching the car is difficult, so use cover and crouch as you approach.



When you get to the car, take control of it.

MEDAL OPPORTUNITY

Destroy the Nazi fuel barrels to earn a bonus medal.

OBJECTIVE 2: CAPTURE STRATEGIC OBJECTIVE 2 & MOTOR POOL

Follow the road toward Strategic Objective 2. This area is well-defended, but the most menacing of the defenders is another Armored Car with a .50 Cal gun on it. Toss a Sticky Bomb or Molotov Cocktail from cover to take it out. It may take many tries to land an explosive on the car, but it's imperative that you do, otherwise it's nearly impossible to approach the position without being iced.



Approach the objective marker once the Armored Car's destroyed.

The Motor Pool across the roadway is on tap once Strategic Objective 2 is occupied. There are, however, some entrenched SS troops in the area that bob up and down from behind the sandbags, pinning you down with fire. Pick them off one at a time with the Sniper, then move in to capture the Motor Pool and get access to some armor of your own.



JD's Sniper Rifle is perfect for taking out the enemies near the Motor Pool.



After struggling without Deuce, a brand new Tank is a welcome sight.



Clear out the area past the earthen bridge.

► OBJECTIVE 3: CAPTURE STRATEGIC OBJECTIVES 3 & 4

Call up a Tank, or use one of the German Armored Cars if you're low on FUs, and drive to the bombed out bridge. The new gap in what was the bridge overlooks Strategic Objective 3. Follow the very narrow path to the earthen bridge to the left; advance and confront the enemy positions there. Expect to face a .50 Cal MG nest and plenty of troops upon your arrival.



The bridge is gone, but you can see SO3 across the water.

Move back to Strategic Objective 3 and capture it when the area is clear, then fight your way to Strategic Objective 4. A large number of enemy soldiers parachute into the area as you approach. Use JD's Molotov Cocktails here. Lob about 10 directly onto the road where the paratroopers are preparing to land. This technique is pleasingly effective.



Strategic Objective 3 is undefended.



The Germans take paratroopers seriously and they drop them in volume here!



Use JD's Molotov Cocktails to rain fire down on the approaching enemy—it's a very effective tactic.

OBJECTIVE 4: CAPTURE STRATEGIC OBJECTIVE 5 & THE ARMORY

The next stage is difficult. If you have the FUs, a Tank is more than welcome. However, if you're short on money, Sticky Bombs or Molotov Cocktails lobbed at the enemy positions will soften them up just the same. JD's Sniper Rifle also comes in very handy for picking off enemies from afar. The Panzer Tank in the area is a tough adversary to deal with if you're on foot, so try to get your hands on a Tank to finish the job.



Break out the Flamethrower if you have to.



Ultimately, a Tank is the best way to capture the Armory.



Armory secured!

OBJECTIVE 5: CAPTURE STRATEGIC OBJECTIVE 6

After the 5th objective marker is in hand, the Germans counterattack with a Halftrack and an Armored Car as well as several squads of soldiers. Use your superior firepower to subdue this attack, then move down the roadway. After a short drive the marker for Strategic Objective 6 comes into view. Clear out the enemies near it and capture it for the Allies.



Be ready for this counterattack.



This marker is lightly-defended.

REGULAR MAINTENANCE

Whenever the action calms down, jump out and repair any damage to your vehicle. This prevents an untimely death.



Repair whenever possible.

OBJECTIVE 6: CAPTURE THE RADIO TOWER & CALLIOPE TANK

The Radio Tower is defended by three AT Guns and a group of SS troops. Use the Tank to take out the AT Guns before cleaning the area of enemy troops. Finally, advance on the Radio Tower to capture it. The *real* steal, however, is the Calliope Tank. This is a Tank with a Rocket Launcher mounted to the top! The Rockets can fire at an astounding rate, making the Calliope perhaps the most powerful weapon in the entire game. Repair any damage it has incurred and then hop in and test it out.



Take out the AT Guns first.



Capture the Radio Tower.



It doesn't take long to discover that the Calliope's a special weapon!

The Calliope

In 1944, the American Army experimented with putting Rocket Launchers on the top of an existing M4 Tank chassis. The result was a Tank that could quickly fire a large number of rockets (although relatively inaccurately) into an area before the rest of the forces moved in. In short, the Calliope was used to soften targeted areas before the battle began in earnest. The Calliope was a unique weapon, although not ahead of its time since the Germans were using the Nebelwerfer (translated literally as "Fog Thrower"), a Halftrack with a mounted rocket launcher, before the Calliope was developed.

OBJECTIVE 7: DESTROY THE GERMAN ARMOR ATTACK

As you round the corner past Strategic Objective 7 (which is already in Allied control when you arrive), you need to move down into the battlefield (see map) where your Calliope can do the most damage against the advancing German armor. The German armor pours into the area one Tank after another, so the goal is to use the Calliope's considerable power to take out each Tank as fast as possible. There are more than 10 enemy Tanks to destroy, so be prepared for a long fight. When this battle is over, you should have accrued over 9000 FUs.



Pitter Patter let's get at 'er! Use the powerful rockets on the Calliope to make quick work of the enemy armor.



MEDAL OPPORTUNITY

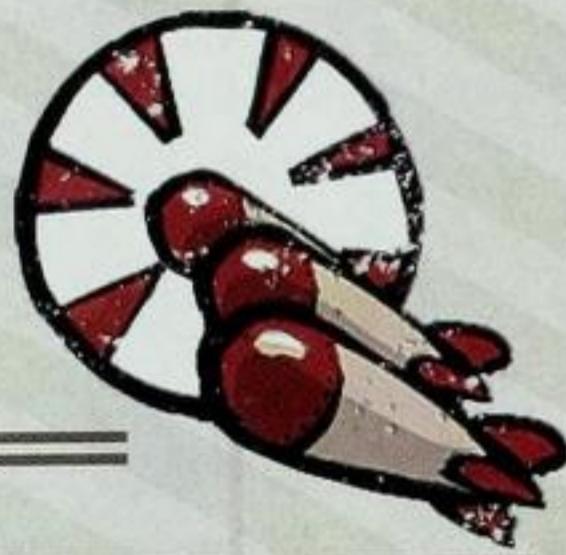
In order to obtain this Medal you must destroy all of the enemy armor before the Allies drop in all of their emplacements held in reserve. Every time an emplacement is dropped in, you get a warning from the game. Use the Calliope to work quickly to quell the German attack.



Keep fighting until you get the signal that the battle is over. Repair the Calliope as needed—remember, you can't replace it in this mission!

HEATING UP

Even though the Calliope fires rockets at a very high rate, you must keep an eye on the temperature gauge on the right of the crosshairs. If this gets too high (too hot), the gun shuts down for about five seconds, leaving you defenseless. It's easy to fire a steady stream of Rockets without overheating, you just have to keep an eye on the rate of fire.



The area inside the Monastery Grounds is guarded by Tanks, AT Guns, MG nests, and infantry. Move cautiously toward the Monastery, probing for enemy units before moving in and exposing yourself. The other option is to lay down some *DoD* units to help cover the Calliope as it moves in. When you get to the Monastery, level it with rockets to end the mission!



Exercise caution as you approach.



OBJECTIVE 8: CAPTURE STRATEGIC OBJECTIVE 8 AND DESTROY MONASTERY

You've finally made it to the Monastery. Strategic Objective 8 is sitting for the taking by the bombed-out bridge. Move up to the bridge area and use the Calliope's rockets to take out the AT Guns on the far side of the river on the Monastery Grounds, then drop in a bridge so that you can move in for the kill.



The objective marker is undefended.



Use the Calliope's rockets to pepper the enemy positions.



Drop in a bridge.



Blow this building up to end the mission.



Say goodbye to Père François.

Mission 9

Crossing Over



You have informed Headquarters of your imminent attack on Morder's mountain fortress. A nearby Nazi train may be just what the doctor ordered to get to the fortress in time to rendezvous with the Allied support.



With the Calliope now in your arsenal, things are looking up.



GLOBAL OBJECTIVE

The ultimate goal in this mission is to get to the town and rail yard, but once you get there it becomes obvious that you must backtrack all the way to your starting point to escape the Nazi counterattack. The unfortunate thing is that the enemy uses your own defenses against you as you turn back the way you came. When you get to the train yard, an unlikely ally is revealed.

Objective 1:	Capture Armory, Defend the Base
Objective 2:	Capture Strategic Objective 1 & Air Base
Objective 3:	Capture Strategic Objective 2 & Motor Pool
Objective 4:	Capture Radio Tower
Objective 5:	Steal a Train
Objective 6:	Move back to the Air Base
Objective 7:	Recapture the Armory



RECOMMENDED CHARACTER:

Tyler's Molotovs come in handy against hard enemy targets.



2ND RECOMMENDED CHARACTER:

The Flamethrower can destroy hard targets like MG nests.



ENEMIES TO WATCH FOR:

AT Guns, Panzer tanks.



RECOMMENDED VEHICLES:

Tank, Callipole Rocket Tank, Artillery Strike.

OBJECTIVE 1:

CAPTURE THE ARMORY, DEFEND THE BASE

This mission is unique in that the Armory is right outside your starting point, and there is a large contingent of AT and AA Guns scattered around to help in defending against the impending enemy attack. Make sure that all the guns are manned, especially the AA Guns, then hop into an AA Gun yourself to fight off the Stuka attacks.



Man the guns!



Once in the AA Gun, look to the skies to gun down the Stuka dive bombers attempting to strafe the base. Having two guns trained on the incoming Stukas splits their fire and allows you a higher chance of success. Keep your eyes peeled and gun down any Stuka you see. Don't let the transport aircraft that fly overhead distract you from the Stukas.



A few well-placed shots destroy the Stukas.



As soon as the Stukas have been destroyed, concentrate on the enemy troops that pour toward your position. Move around the area and ensure that all of the guns are manned, then move across and capture the Armory.

MEDAL OPPORTUNITY

Protect all of the gun emplacements from the Stuka attack (shoot down all the Stukas) to earn a medal.

► OBJECTIVE 2: CAPTURE STRATEGIC OBJECTIVE 1 & AIR BASE

Once the enemy attack is quashed, call in a Halftrack and move to Strategic Objective 1. Upon arriving a group of six SS paratroopers drop in—use the .50 Cal gun on the Halftrack to make short work of them. Around the corner from the objective marker is a Panzer tank. Call in a Bazooka 4x4 or use either Sticky Bombs or Molotovs to take it out.



As you approach the SS drop in.



Watch out for the Panzer tank.

The other alternative for dealing with the Panzer is to drop an AT Gun in its path. When the Panzer is destroyed, move up to Position A (see map) and put down some .50 Cal MG nests and at least a pair of AT Guns. These can keep the enemy at bay while you survey the situation.



You can also drop an AT gun in the path of the Panzer.



Set up your perimeter here.

The main goal in the Air Base is the Radar Dish on the hill. This dish has to be destroyed, but there isn't a time limit on it so you can destroy it whenever you get a clean shot with one of your AT Guns. After the perimeter is set up, move out and clear the area of enemy troops. Use a Halftrack or other vehicle to get to Position B (see map) and then use the AT gun there to take out the Radar Dish.



With this much firepower behind you, it's time to move out.



Ride a Halftrack to Position B (see map).



Use the German AT Gun at Position B to destroy the Radar Dish.

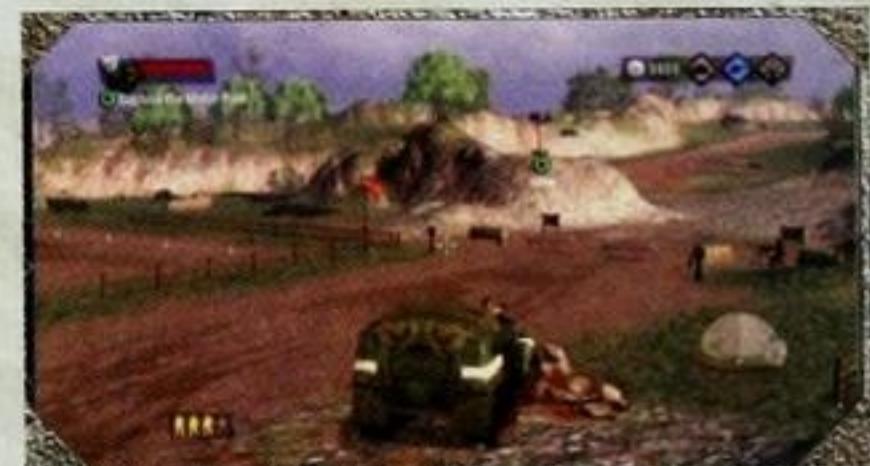
FU BONUS OPPORTUNITY

If you destroy all of the Stukas that are on the runway an FU Bonus awaits you.

OBJECTIVE 3: CAPTURE STRATEGIC OBJECTIVE 2 & MOTOR POOL

Use a Halftrack to move up to Strategic Objective 2, which is mostly undefended.

Once you take control of the position, however, the enemies begin rallying around the nearby Motor Pool. The area by SO2 is the place where the AT Guns need to go in a hurry. Set up a group of 2 AT Guns and 2 MG nests immediately.



Strategic Objective 2 is pretty much undefended.



Use DoD to order up plenty of support here.

The first enemy unit is a Puma. There's a small chance that you'll be able to commandeer it during the battle. If the opportunity arises, take advantage of it by hopping out from behind cover and taking that Puma immediately. The other option is to use DoD to place support units within line of sight of the enemy as you approach the Motor Pool.



If a Puma is nearby, why not steal it from its drivers?



If you get a Puma, put it to work.



Carefully placed AT Guns can take out the enemy armor as it shows up.

When the Motor Pool is finally captured, the Germans send wave after wave of armor at it to attempt to retake it. Reinforce the area using *DoD*, then order up a Calliope tank to lay waste to your enemies.



Mobile rocket launcher here we come!

EXTRA REINFORCEMENT

While it's usually good to reinforce thoroughly, it actually works against you in this mission. This mission requires you to backtrack along the same path used to attack the enemy rail yard and the enemies will have access to all the support you placed. Only place the requisite number of pieces to complete each objective before moving on.



OBJECTIVE 4: CAPTURE RADIO TOWER

With the Calliope in hand, use it to flatten any enemies that come close. The range of the Calliope's rocket launcher is impressive, but the accuracy is terrible; it can be difficult to deduce whether the enemy is taking hits or not. Still, the sheer volume of firepower is enough to destroy any enemy installation.

The German forces gather by the city gates (see map), so send a steady stream of rockets to that location.



Yeah baby!



Pepper the city gates with rockets.

Move toward the city gates while keeping the rockets red glare constantly burning. The Radio Tower is just to the right of the city gates, but there are several AT Guns and other dangerous enemies in the area, so move carefully and keep an eye on the Calliope's damage level. After you cross the city gates, take out the enemy AT Guns and then place some support units in the area before capturing the Radio Tower.



Use the rocket launcher's raw power to subdue the enemy positions.



Once secured, reinforce the area with some AT Guns.



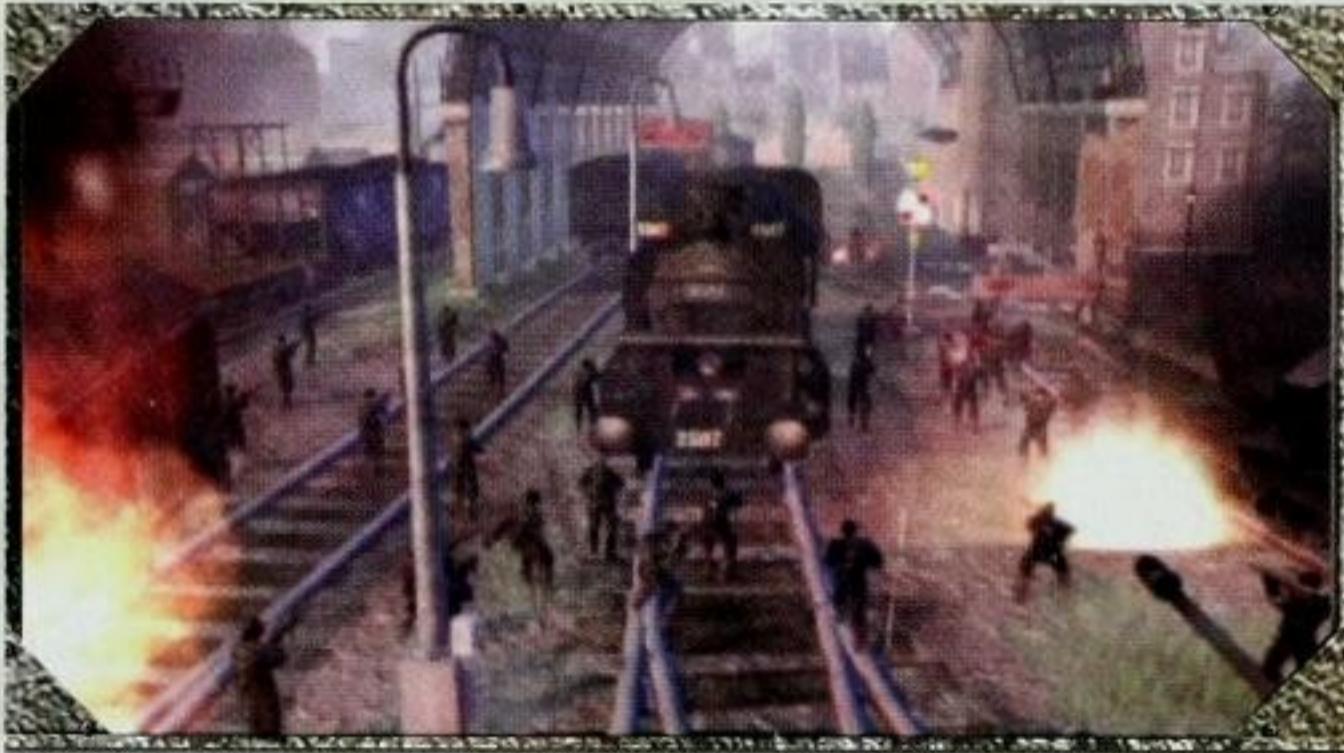
Capture the Radio Tower.

► OBJECTIVE 5: STEAL A TRAIN

Move through the town toward the train station. When you arrive at the station, jump out and move to the train car, then attempt to get in. When you do this a cinematic plays, showing JD and Tommy are saved by General Von Beck. The three join up in an uneasy alliance, but they must get Von Beck back to the starting point in this mission via the roadways (moving back along the same path you came).



Move to the train.



Things look bad.



Say What?! Von Beck is now an ally!

► OBJECTIVE 6: MOVE BACK TO THE AIR BASE

The journey back can be divided into two parts: the trip to the Air Base, and the journey to the starting point. The latter includes an epic battle, so it's best to start with the easier of the two paths. The important thing to remember as you work your way back is that the Germans have recaptured most of the Strategic Objectives as well as the Armory, Motor Pool, and

Radio Tower. For this reason it's critical that the path back moves past these locations so that they can be recaptured.

Nearly every support weapon laid down on the trip to the Train Station is now in enemy hands, so be ready to blow up your own equipment.



Time to go back.



Recapture the Radio Tower first.

Once the Radio Tower is back in Allied hands, move the Calliope out to the open Motor Pool area and take out the Panzer tank that's there. The AT Guns by the Motor Pool are now firing on you. So destroy those as well and then move up to retake the Motor Pool so that you can call in armor if need be.



You're going to need the Motor Pool.



RADIO TOWER

The Radio Tower may not seem that important, but unless it's under your control, Air Strikes and Artillery Barrages are out of the question.

When the Motor Pool is in hand, repair it (if it needs repairing) and then move to the Air Base area and expect the defense you left to be firing on you. Clear out the area, capture the SO, then get ready for the big daddy fight.



MAP CHECKING

Check your map frequently to see what locations are under enemy control.



At Strategic Objective 1, capture it and then repair and set up some defenses.

OBJECTIVE 7: RECAPTURE THE ARMORY AT STARTING POINT

The base you started in is defended by all of those AA Guns, AT Guns, and MG nests that were so helpful when you fought off the German attacks a while back. Now these defenses are in the enemy's hands and are going to be used against you. Fortunately, there are several powerful things on your side, not the least of which are Air Strikes and Artillery Barrages.

Start by pummeling the enemy location with your Calliope and lay down some AT Guns to keep the attack up.



Call in some AT Guns for support.

The Calliope is powerful enough to take out the base, so if you are feeling frisky just use its rockets to pummel the enemy into submission. When the battle is over, move to the base and secure it to end the mission.



Victory!

MEDAL OPPORTUNITY

There is a Tank Column near the Armory. If the entire column is destroyed then a medal is earned.

Mission 10

Iron Zeppelin

General Von Beck has agreed to help you. The detonator to a bomb hidden in Morder's Staff Car awaits in Von Beck's Zeppelin if you can reach it. Secure the airfield and ensure that it's not destroyed or all hope is lost.



Time to go hunting for a Zeppelin.



GLOBAL OBJECTIVE

This mission involves following a path encircling the inner Zeppelin base. The first job is to take out the five AA Guns that dot the road along the perimeter. There's a small area with an experimental aircraft approximately halfway around it and you'll earn a medal if you destroy it. The three main targets (Radio Tower, Armory, and Motor Pool) are in the inner base and there are five V1 Rockets that grant another medal if you destroy them. Once the base is secure, you must hold off a hellacious barrage from the Germans in order to protect the Zeppelin.

Objective 1:	Destroy first AA Gun & Capture Strategic Objective 1
Objective 2:	Destroy second AA Gun & Capture Strategic Objective 2
Objective 3:	Destroy third AA Gun & Destroy German AT Guns
Objective 4:	Capture Strategic Objective 3 & Destory Experimental aircraft (optional)
Objective 5:	Capture Strategic Objective 4 & Enter Base
Objective 6:	Capture the Motor Pool
Objective 7:	Capture Strategic Objective 5, the Armory, and Radio Tower
Objective 8:	Defend the Zeppelin

RECOMMENDED CHARACTER:

Tyler's Molotovs come in handy against hard enemy targets.

2ND RECOMMENDED CHARACTER:

Von Beck and his German soldiers are surprisingly effective. Von Beck has a Sturmpistole, which is basically a poor man's Bazooka and a Hunting Rifle. His Squad Command is a faux Surrender maneuver which can catch enemies off guard when used correctly.

ENEMIES TO WATCH FOR:

AT Guns, Panther tanks

RECOMMENDED VEHICLES:

Tank, Calliope Rocket Tank, Panther Tank

VON BECK?!

It's true, Von Beck is now the third option in the character selection area. You can use him and his German soldiers just as you would JD or Mac.

OBJECTIVE 1: DESTROY 1ST AA GUN, CAPTURE STRATEGIC OBJECTIVE 1

The challenge in getting around the perimeter of the island is that the Armory and Motor Pool are inside the base granting you access to a Halftrack, two 4x4s (including the Bazooka 4x4), one AT Gun (the 37mm) and the .30 Cal MG nest. This may seem like a lot, but it's a paucity of equipment against this group of enemies. The AA Guns gladly turn and fire on ground troops as they approach, so use the cover in the area carefully.



Get ready for some hardcore action.



Use cover and call in a .30Cal for help.

Start by picking off the enemies from afar and, when you get close, fire bomb or toss Grenades at the AA Gun to take it out. It's a painstaking process. Take the enemies out individually and stay behind cover as you creep into position to toss an explosive on the AA Gun. If using JD, wait for the AA Gunner to turn so that you can shoot the gunner dead. If you do this, you still need to destroy the gun.



JD's Sniper Rifle comes in handy.



If the gunner turns the right way, JD can cap him.



Blow up the AA Gun—don't leave it behind.

Once the AA Gun is in hand, move quickly to Strategic Objective 1 and capture it. Respawning here is more desirable than respawning at the starting point.



Capture the objective and then reinforce your troops.

OBJECTIVE 2: DESTROY 2ND AA GUN, CAPTURE STRATEGIC OBJECTIVE 2

The first thing to do is get to the rocks that overlook German Camp 1 (see map). From this location, toss explosives into the camp and take the enemies out from behind cover. Getting to this location is tough, however, so get the Trenchgun ready if you have JD. Move along the inland edge of the path toward the cover.



There are plenty of SS on the beach.



Take cover here.



Clear out the enemy camp with Molotovs from this spot.

The SS send multiple waves of paratroopers Camp 1 (see map) once you start to kill off its occupants, so be ready for a lengthy fight. When the last wave of SS is destroyed, move into the camp and then move down along the inland edge of the path (next to the cliff) to stay out of the firing path of the AA Gun.



They don't give this area up easily.



Once the area is yours, follow the cliffs toward the second AA Gun.

When close enough to lob explosives at it, toss a few Sticky Bombs (or whatever is available) at the AA Gun to take it out.



Another AA Gun bites the dust.

The next objective is just down the beach, but it's well-defended by a .50 Cal gun and plenty of SS. Drop in a 37mm AT Gun and use it to blow the enemy defenses sky high so that your men can gun the enemy down. The enemy continues to parachute in, so expect several rounds of attacks before the objective can be secured.



The AT Gun comes in handy for taking out the SS defenses.



They keep dropping in, but eventually they run out of gas.

► OBJECTIVE 3: DESTROY 3RD AA GUN, DESTROY GERMAN AT GUNS

As you round the southern edge of the island and begin north, the Germans have an AA Gun emplacement and a pair of AT Guns that are mounted on a concrete bunker on the cliffs across the water. The key to taking out the AT Guns is to capture the open ground on the "curve" of the beach and then place two 37mm guns to take down out the German AT Guns.



Move up the beach and clear this area.



Von Beck comes in handy. Place the AT Guns here.



Use the AT Guns to take out the German guns across the water.

The AA Gun is mounted in the center of a ring of German defenses. The approach to this area is in the wide open, so placing another 37mm AT Gun or two is a good way to shell the area and thin out the defenses before you move in to destroy the gun. It's also possible to destroy the gun with your AT Guns from afar.

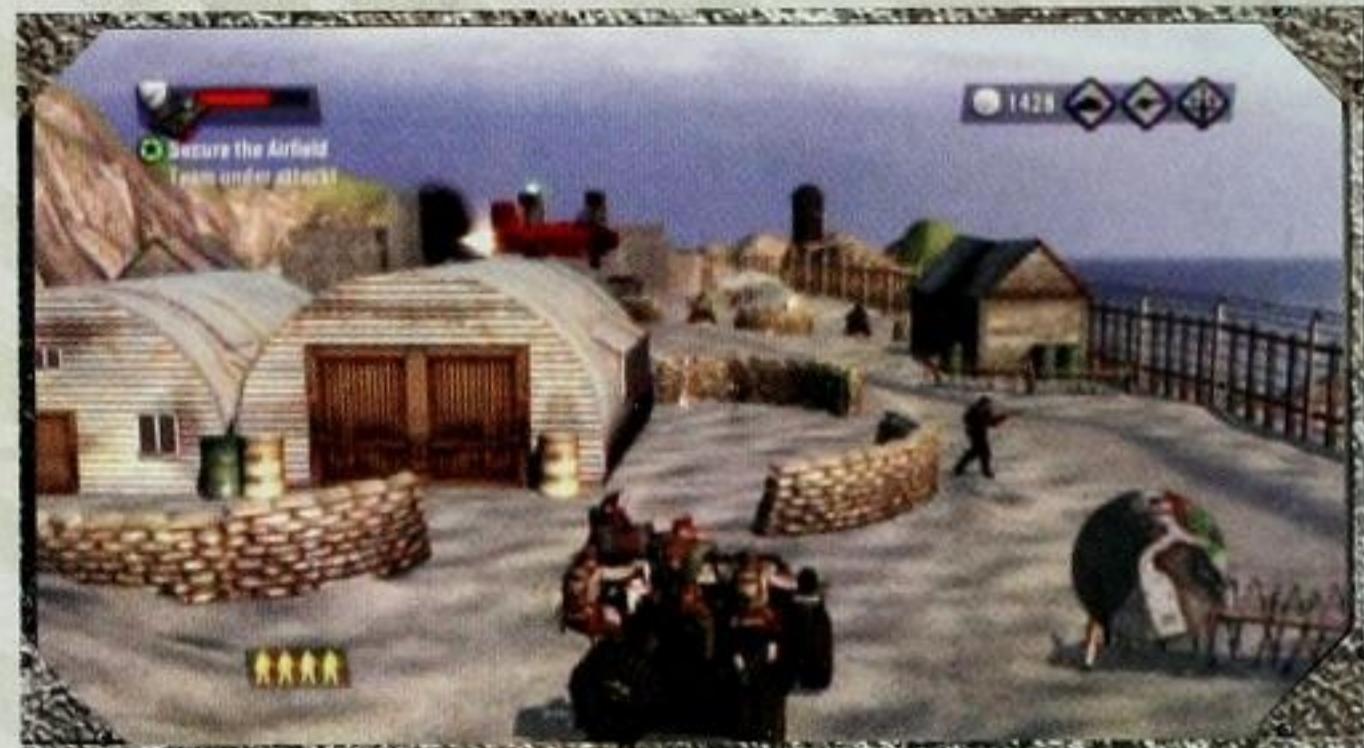


Place an AT Gun here.



Say goodbye to another AA Gun.

This next part is optional. Destroying the experimental Aircraft on the small area to the left of the beach is a bonus objective. However, it won't give you a distinct medal. There is a Panther there that can inflict serious damage. Move carefully through the area and use the buildings as cover in order to get a line of sight on the aircraft. Destroy it with either your main gun or explosives like your Molotovs or Grenades.



The experimental aircraft is in the background. Don't take a 4x4 past this location or the Panther will crush it.



All you need is a line of sight.



A job well done.



The Objective is now yours.

THE GRAY PANTHER

The many buildings around the Panther Tank in this area provide an excellent opportunity for you to commandeer this tank for your own uses. If you're careful and quick, this powerful tank can be yours for the taking.



The Panther is a powerful asset.

OBJECTIVE 5: DESTROY THE 4TH AND 5TH AA GUNS.

If you commandeered the Panther, this portion of the mission is going to be a cakewalk. This walkthrough, however, assumes that you didn't get the Panther on your side. The 4th AA Gun is guarded by a Panzer as well as MG guns and plenty of SS troops. Place at least one AT Gun to help with the Panzer, then have your squad suppress the enemy while the AT Gun goes to work. When the Panzer is destroyed the AA Gun can be destroyed.



Place an AT Gun here.



Von Beck's Potato Mashers work wonders here.



Destroy the AA Gun any way you can.

The final AA Gun is guarded by a Panzer, making the situation difficult without any AT Guns around. The two primary options are: 1) Sticky Bombs (Mac's weapon) or 2) an AT Gun in the hopes that it doesn't get destroyed before it destroys the tank. Obviously, purchasing two AT Guns (if you can afford them) is an excellent solution. A more risky option is to use a Bazooka 4x4, but they're very lightly armored and can really only take one or two hits from the enemy tank.



Destroy the Final AA Gun



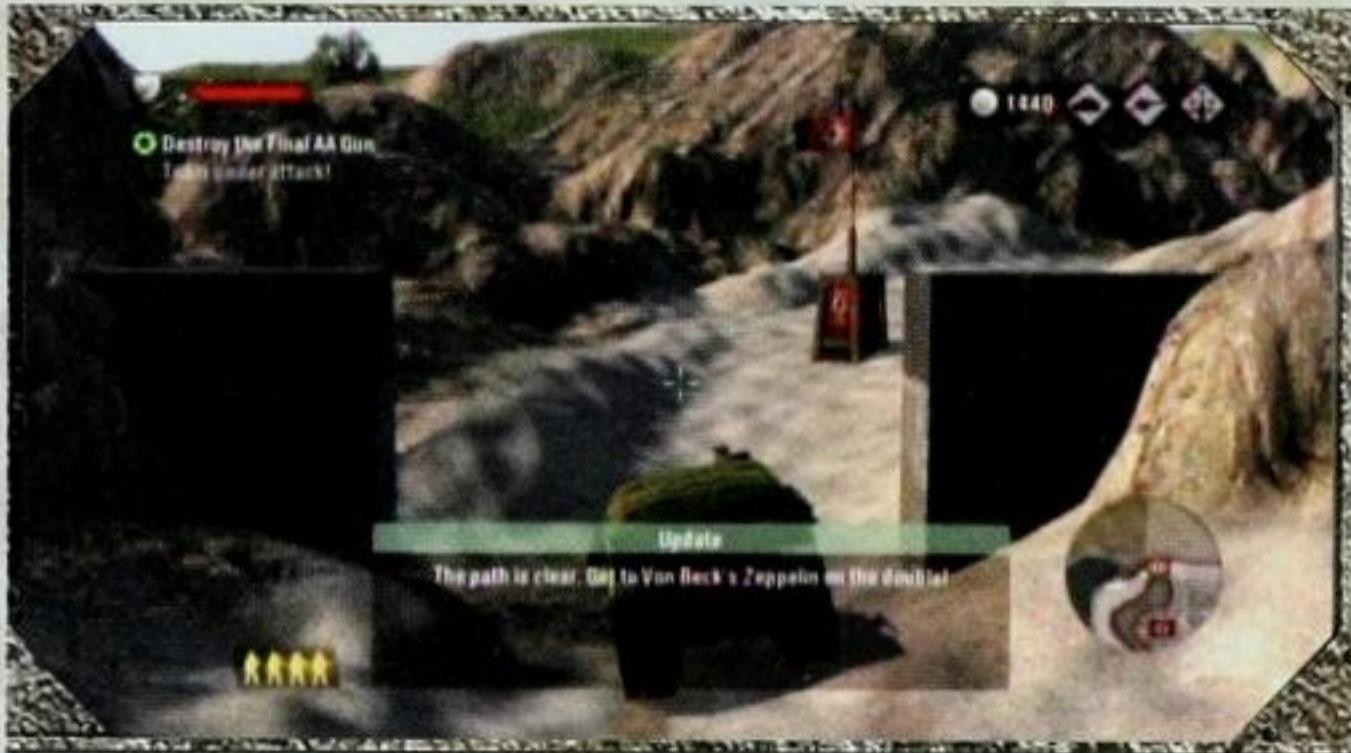
Destroy the Final AA Gun



Destroy the Final AA Gun.

OBJECTIVE 5: CAPTURE STRATEGIC OBJECTIVE 4 AND ENTER THE BASE

Strategic Objective 4 is just past the last AA Gun. Move up and capture it (it's undefended), then move into the base via the roadway beyond. As soon as the area is breached, the enemy parachutes in new units to combat your presence, so be ready for them.



Strategic Objective 4 is undefended.



Watch out for enemies dropped in as you proceed.

OBJECTIVE 6: CAPTURE THE MOTOR POOL

The Motor Pool is the key area in this mission. Once the Motor Pool is under your control you can purchase a Calliope or even a Panther (if you're Von Beck). As soon as the Motor Pool perimeter is breached, a Puma drops in from above and all of the nearby SS troops rally to the area. Capture and hold the Motor Pool and then get whichever powerful tank pleases you because the battle for this base is far from over.



A Puma drops in.



If you are using Americans, the Calliope is hard to resist.



Lock and load!

OBJECTIVE 7: CAPTURE STRATEGIC OBJECTIVE 5, THE RADIO TOWER AND ARMORY

There is one Strategic Objective in the base, and it's imperative that this is captured so that you can respawn there. The Radio Tower and Armory are off of the main area (see map), but both are easily captured with the Calliope. The key in this area is to watch out for the steady stream of enemy tanks that drop in every thirty seconds or so. Don't let one of them get behind you or you may end up dead.



Strategic Objective 5 is easily captured.



Be wary of the large number of enemy tanks that drop in.



Capture both the Radio Tower and the Armory (in this case a Panther tank is being used).



They keep coming.

There's a decent chance that an area already captured will fall back into enemy hands. If this happens, go back and reclaim that position. Use *DoD* to defend positions and keep an eye on the map to see what's happening.



Some positions may have to be recaptured.

MEDAL OPPORTUNITY

There are several V1 Rocket locations around the base. Destroy all of the V1 Rockets to earn the second medal.



Destroy these rockets to claim the second medal for this mission.

OBJECTIVE 8: DEFEND THE ZEPPELIN

Once the base is completely secured (all locations are under allied control), the Germans mount a spirited counter attack. The first attack is a wave of enemy armor, but soon after a series of Stuka dive-bombing runs start. These attacks require that you place some AA Guns in the area to deal with them.



Take out the first round of enemy armor.



Place AA Guns around the Zeppelin to protect it.



Even a lucky shot from a tank can destroy a Stuka.

The Zeppelin is anchored to the ground with several cable mounts, it is these mounts (and the Zeppelin itself) that you are working hard to protect through this intense battle. Always keep an eye on the mounts to see if you are losing them. It can also be advantageous to place assets near these in an effort to protect them.

Once the Stuka run is over, another wave of ferocious attacks on the Zeppelin begins. Use either the Calliope or the Panther to orchestrate this defense and be sure to place MG nests, AT Guns, and even AA Guns around the perimeter (or reinforce what's already there) before the enemy starts pouring in. Keep an eye on your tank's status, and hop out to repair it to ensure that it doesn't succumb to enemy fire. When the last German tank has been destroyed, victory is at hand. Be warned, however, that the battle lasts at least 10 minutes and requires a great deal of determination.



This is why support is a necessity. Two on one is a rough setup.



When the mission is over you get on the doomed Zeppelin.



Mission 11

The Gates of Hell

With the Zeppelin destroyed and the Allied assault against him routed, General Morder believes he's won. You, however, are still very much alive and headed straight for Kalterberg Fortress, and you have a different opinion of how things are going to turn out...



Hans Von Beck is your man.



GLOBAL OBJECTIVE

The main thrust of this mission is to get to the gates of Kalterberg Fortress and call in an Air Strike to blow the doors open. Along the way, however, you must destroy the Flak Guns that are keeping Allied aircraft from bombing the area. In fact, if all 10 Flak Guns are destroyed, a bonus medal is earned. Fortunately, the Motor Pool is the first objective, and with that you can order up either a Panther (if you're playing as Von Beck), or a Calliope (if you are playing as JD or Tommy) to help make the task easier.

Objective 1:	Capture the Motor Pool
Objective 2:	Destroy 1st Flak Gun & Capture Strategic Objective 1
Objective 3:	Destroy 2nd Flak Gun & Explore Zeppelin Crash Site
Objective 4:	Destroy 3rd Flak Gun & Capture Armory
Objective 5:	Destroy 4th Flak Gun & Capture Strategic Objective 2
Objective 6:	Destroy 5th Flak Gun
Objective 7:	Capture Strategic Objective 3
Objective 8:	Protect Von Beck's Men
Objective 9:	Capture Strategic Objective 4
Objective 10:	Capture Strategic Objective 5 & Capture Radio Tower
Objective 11:	Defend the Radio Tower & Move to the Fortress Gate
Objective 12:	Call Air Strike on the Fortress Gate

RECOMMENDED CHARACTER:



Von Beck's Sturmpistole is not as powerful as a Bazooka, but it's pretty darned close, and his ability to access all of the German armor makes him the character of choice from here on out.

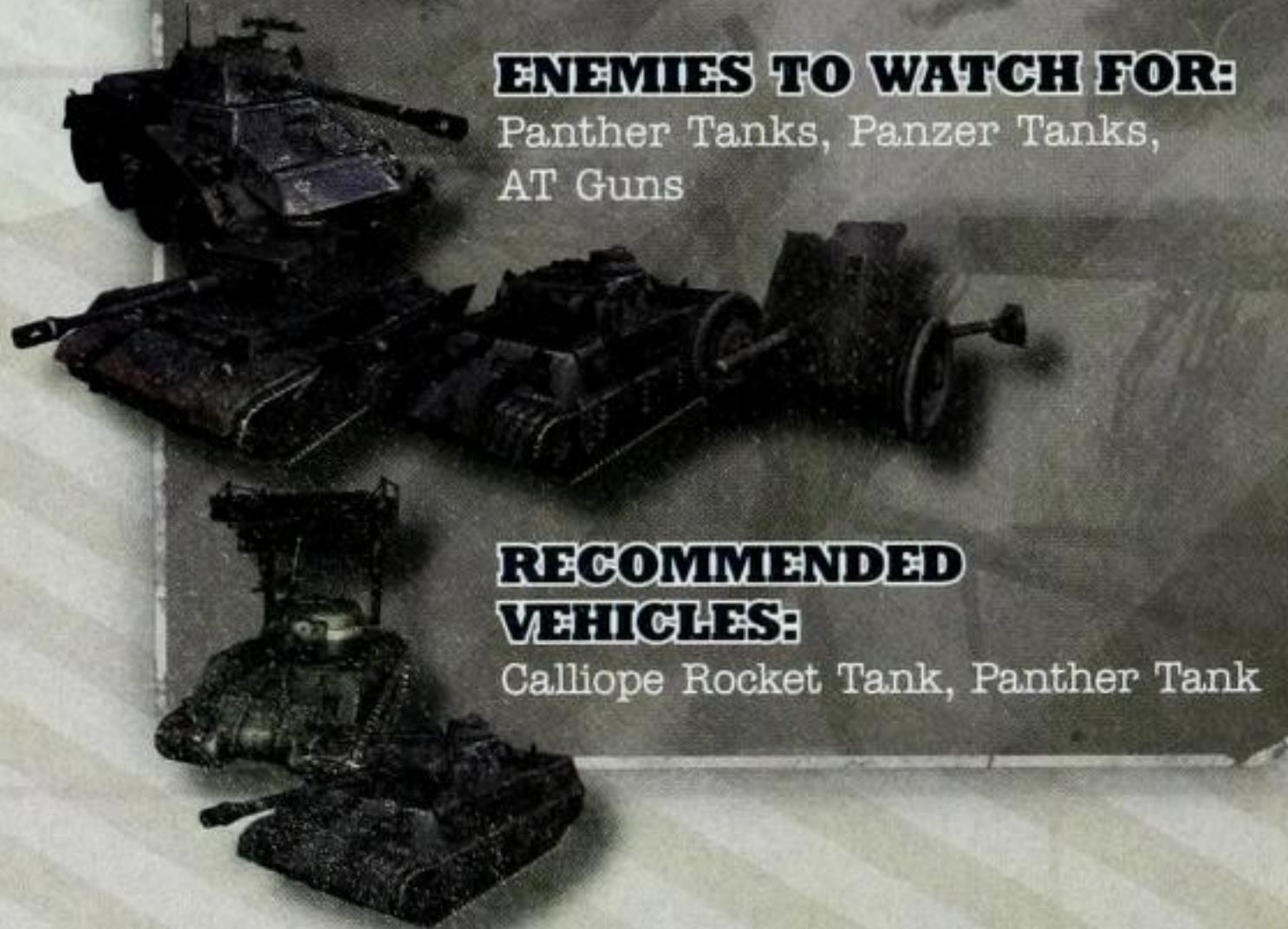


2ND RECOMMENDED CHARACTER:

Tommy's Flamethrower and machine gun make him the best choice for these high-impact final missions.

ENEMIES TO WATCH FOR:

Panther Tanks, Panzer Tanks, AT Guns



RECOMMENDED VEHICLES:

Calliope Rocket Tank, Panther Tank

OBJECTIVE 1: CAPTURE THE MOTOR POOL

There is a group of Allied infantry near the Motor Pool area. Your first job is to move in and support that group of infantry, then get in and secure the Motor Pool. As you approach the Motor Pool a wave of SS troops comes down the road followed by an Armored Car and more SS troops.



The Allied troops are in front of you.



An Armored Car greets you.



Commandeer the armored car, roll right up to the Motor Pool, and clear the area while the objective falls into your hands. The other option is to use Grenades to thin out the enemy positions in front of the Motor Pool, then move up with the troops and use the ASSAULT function.



Use Grenades to thin out the Germans.



Move up and capture the Motor Pool, but keep a gun handy to mop up.



► OBJECTIVE 2: DESTROY FIRST FLAK GUN & CAPTURE STRATEGIC OBJECTIVE 1

Now that the Motor Pool is in hand, bring up a weapon to pummel the German positions farther along the road. Unfortunately, it's unlikely that your resources are going to be enough to purchase a heavy tank, so perhaps a German Rocketwagen (a rocket-firing Halftrack) can do the trick. Summon up your preferred vehicle



Summon a vehicle; in this case it's a rocket-firing German Halftack.



Use the Rocket Launcher to take out the enemy AT Guns as quickly as possible.



FLAK GUNS

In order to satisfy the mission requirements, five Flak Guns have to be destroyed. However, to get a medal out of it you must destroy all *ten* Flak Guns.

The enemy defenses are thick and they fire on you en masse when you approach, so be prepared to bail out of your vehicle if it's near destruction. If you end up on foot, use Von Beck's Sturmpistole or Grenades to clear out the area.



Strategic Objective 1 lies in an alcove protected from the vicious enemy attacks. Move in and capture it before ordering up a some armor (you should have the money to buy a Tank now).



Capture Strategic Objective 1 (see map).

OBJECTIVE 3: DESTROY 2ND FLAK GUN & EXPLORE ZEPPELIN CRASH SITE

The next area is covered by Flak Guns and plenty of AT Guns, MG nests, and even German armor. The area is hairy to say the least, with so many enemies attacking from so many vectors, the best approach is to move cautiously, taking out enemies as sight lines open up.



Get yourself a sturdy Tank.



The SS troops are everywhere.

The area by the Zeppelin contains Allied Troops that need to be protected, so work quickly to eliminate the German armor as fast as possible. Once the enemy armor is toast, the infantry are much more manageable from your Tank.



You may have to repair your tank, so be prepared to fall back.



Concentrate on the armor first.

Turn to destroy the Flak Gun south of the Zeppelin site, then move through the Zeppelin site toward the Armory.



OBJECTIVE 4: DESTROY 3RD FLAK GUN & CAPTURE ARMORY

Move down the path to the Flak Gun that sits below the Armory area, then blow it sky high. Once that's complete, aim up at the AT Guns in the Armory area and destroy them. Roll up to the Armory when it's clear and capture it, but repair your tank immediately because the Germans bring three tanks to try to recapture the Armory almost immediately.



The Flak Gun is below the Armory area.



Destroy the AT Guns.



The Germans send tanks to the Armory very quickly, so order a Tank or repair the one you were using and get ready for combat. You can use *DoD* to order up some AT Guns, but there isn't a great deal of real estate to place the guns down.



The venerable Panther is an outstanding choice from here on out (if you are using Hans Von Beck).



The tanks roll in one after another.

OBJECTIVE 5:

DESTROY 4TH FLAK GUN & CAPTURE STRATEGIC OBJECTIVE 2

The next Flak Gun is on the ridge to the left of the road. Swing around the road and then use your Tank's gun to blow it to smithereens. Continue down the road to the Allied infantry. Take out the Puma, then aim up to the shelf above the canyon and take out the AT Gun. If you don't take it out, it can chip away at your tank until it's destroyed.



Destroy the Flak Gun.



There's an AT Gun on the ridge above. Take it out.

Roll straight up to Strategic Objective 2 and capture it quickly. The initial defenses are infantry-based making it easy for your Tank to make quick work of them. Beware, however, because a Puma rolls in after the marker is captured. Once the objective is in the bag, repair the Tank. Before leaving, look up toward the southwest and blow the AT Gun off the high shelf by the searchlight.



Watch out for the Puma.



Take this puppy out or it'll hurt you later.

► OBJECTIVE 6: DESTROY 5TH FLAK GUN

The fifth Flak Gun is down the road in a small cul-de-sac at the road's termination (see map). Move through the SS troops and up to the Flak Gun then blow it up. This is the last requisite Flak Gun, but a medal is your reward if you destroy all ten.



Follow along toward the next Flak Gun.



This is the last Flak Gun that you have to destroy.

► OBJECTIVE 7: CAPTURE STRATEGIC OBJECTIVE 3

Move down the road to Strategic Objective 3. In the cul-de-sac beyond the objective marker lies another Flak Gun. Take out the Puma and the pair of AT Guns, then destroy the Flak Gun and capture the objective marker.



Destroy the Flak Gun in the distance.



Watch out for the AT Gun.

► OBJECTIVE 8: PROTECT VON BECK'S MEN (OPTIONAL)

Move up to the ridge that overlooks Von Beck's Wehrmacht bunker. A Calliope drops in automatically as you approach. Hop in the Calliope and use its rockets to destroy the approaching SS troops and protect Von Beck's men.



Use the Calliope to take out the SS assassins.



BUNKER DEFENSE

Protecting Von Beck's men grants you the Bunker Defense medal. Destroy all the incoming SS troops to finish this medal opportunity.

► OBJECTIVE 9: CAPTURE STRATEGIC OBJECTIVE 4

The Battlefield area (see map) is a large battleground where plenty of enemy tanks are gunning to take you out. There's also an AT Gun by the objective marker that is replaced within 20 seconds of its destruction. The best advice here is to use the Calliope first. Hang back and use the raw firepower of the Calliope to take out as much as possible from afar.



Use the raw power and range of the Calliope to take out what you can from here.

Once the enemy ranks are thinned out, move in and prepare for several more enemy tanks to drop in. Repair if you can, then move to the objective marker once the area is relatively clear and capture it.



Finally, Strategic Objective 4 is yours.

FLAK GUNS

If getting all ten Flak Guns is important to you, then turn back from the objective Marker and blow the Flak Gun on this ridge away.



OBJECTIVE 10: CAPTURE STRATEGIC OBJECTIVE 5 & CAPTURE RADIO TOWER

This is the tough part. The Radio Tower is up on top of the bunker structure. Getting to the tower requires moving up a road that contains a series of switchbacks. There are plenty of enemy tanks and AT Guns (especially on the bunker), making negotiating the switchbacks extremely hazardous.

Begin by moving slowly into the area.

Take out any tanks you see, then sneak forward and start targeting the AT Guns on the bunker to the right.



Clear out the tanks first.



It's a long shot, but it's best to take these guns out from here.



This short cut-scene shows the level of the enemy defenses on the bunker (note that two AT Guns have already been destroyed).

Once the guns are destroyed, start to move up the road toward the bunker. As you proceed, however, the enemy sends plenty of tanks and Pumas your way. Capture the objective and make sure that you have full control of it before moving on. This objective is very important because it's your respawn point from here on out.



This Puma literally flies into the area.



This objective is very important.



Continue up the hill toward the Radio Tower. As you approach the gate to the tower area a Puma and several squads of SS troops attack. Make quick work of them and then move up to the tower.



One point blank hit on a Puma from a Panther should do it.



It's a tight squeeze but you can get up here to capture the tower.

DO NOT LEAVE YOUR TANK

It may be tempting to hop out of the tank by the Radio Tower, but if you do there is a good chance that the Germans will attempt to capture it from you. There's nothing worse than working very hard to capture a location only to be blown up by the enemy using your own tank.



OBJECTIVE 11: DEFEND THE RADIO TOWER & MOVE TO THE FORTRESS GATE

Once the Radio Tower is in hand, the enemy is going to try to recapture it. Beyond the attempts to recapture the tower, the enemy fortifies the path to the Fortress Gate, making it extremely difficult for you to move down the path to get into range to call in an Air Strike. Start by clearing out any enemies near the Radio Tower, then begin to carefully work your way down the roadway.



All of a sudden the area below is crawling with enemy armor.



Hang back and wait for them to come to you.



If the enemy tanks get past you, a little backtracking is in order.

Once the main tank force is vanquished, move down the path, ensuring that Strategic Objective 5 is in Allied hands, then shell any remaining troops near the gate.



Clean up any stragglers.

OBJECTIVE 12: CALL AIR STRIKE ON THE FORTRESS GATE

Move into range and call the Air Strike on the Fortress Gates to end the mission. You're nearly there!



The Fortress Gates have fallen!

Mission 12

The Fortress



You are about to make the push into Morder's fortress stronghold. Like a cornered rat, the General is holed up in his tower, ready for a fight to the death.



Hans Von Beck is your man.



COMPLETION MEDAL

Completing the single player campaign gives you a medal, so there are really three medals available in (and at the end of) this mission.

GLOBAL OBJECTIVE

This is it, the final mission. The goal here is to get to the Fortress and use the giant train cannon to blow Morder to bits. The difficulty is that the path to the Armored Train Car is packed with SS troops, defensive positions, and highly efficient armor of all sorts. Your job is to take it one step at a time, capturing first the Armory, then the Motor Pool. The Motor Pool would be difficult to capture but the Allies drop in a pair of Tanks before you have the ability to build them. The goal is to get to the Armored Train Car and then use it to travel around the track and into the area in front of Morder's tower. By pushing the giant Train Cannon up in front of the tower you can end the mission and the single-player game.

Objective 1:	Capture Strategic Objective 1 and the Town Square
Objective 2:	Capture the Armory & Obtain Tank
Objective 3:	Capture the Motor Pool
Objective 4:	Secure the Airfield & Radio Tower
Objective 5:	Capture Strategic Objective 5 & Comandeer Train
Objective 6:	Take Train to Fortress
Objective 7:	Secure Inner Courtyard & Mount Train Cannon



RECOMMENDED CHARACTER:

Von Beck's Sturmpistole is very handy here, especially when capturing the Town Square area.



2ND RECOMMENDED CHARACTER:

Tommy's Flamethrower and machine gun come in handy for the throngs of SS infantry.

ENEMIES TO WATCH FOR:

Panther Tanks, Panzer Tanks, AT Guns, Armored Train Car



RECOMMENDED VEHICLES:

Tank, Calliope, Panther

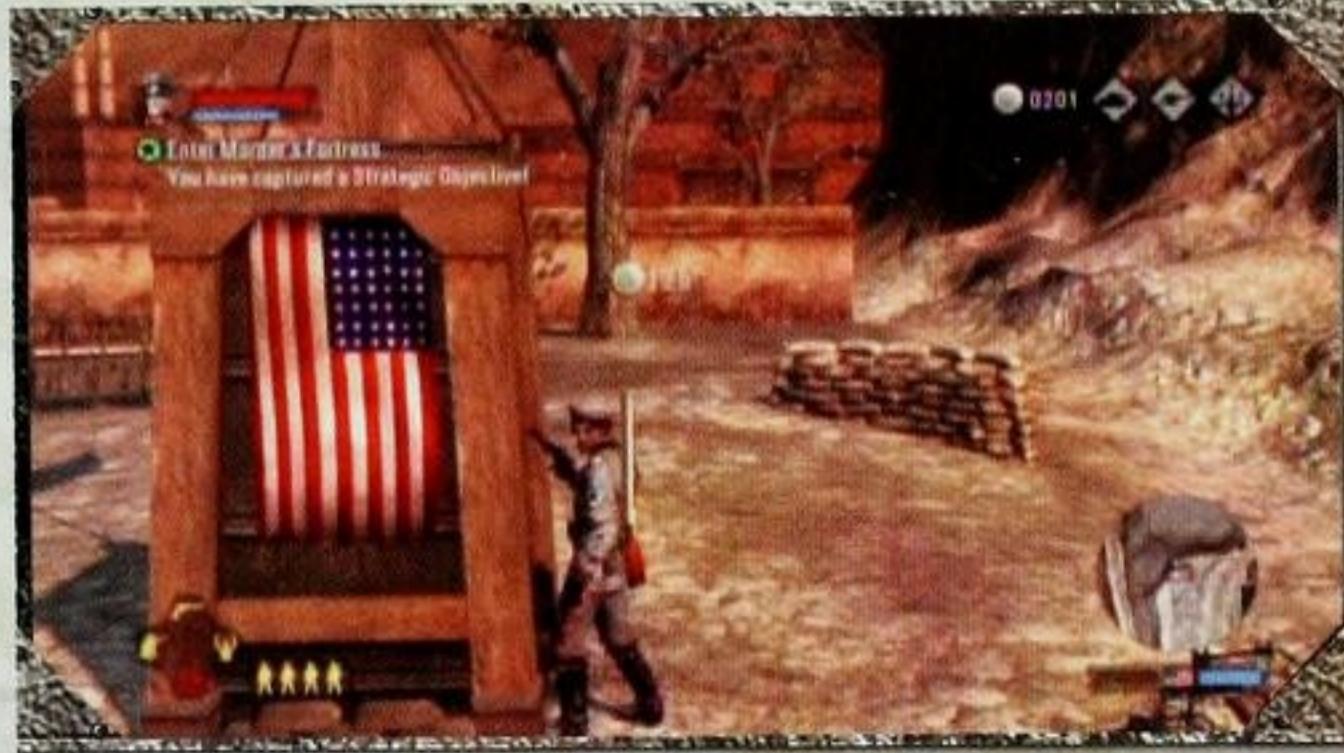


OBJECTIVE 1: CAPTURE STRATEGIC OBJECTIVE 1 AND THE TOWN SQUARE

The initial area is crawling with enemy soldiers, and the AT Guns and tanks in the Town Square area have no problem attempting to strike you down at the Strategic Objective marker. Use the walls for cover and call in some 37mm AT Guns to help alleviate the pressure from the enemy armor in the Town Square.



As soon as you hit this area the barrage ensues.



Take hold of the objective. It's important because the chances of death in the Town Square (see map) are significant.

TEMPORARY COVER

The walls in this area are excellent cover, but think of them as temporary cover because they collapse after two or three hits from an AT Gun or a tank. If the enemy knows you're behind a wall, they'll blow it up eventually!



Once the objective is taken, move up and place some AT Guns and call in reinforcements for your squad (if needed). Von Beck's Sturmpistole can be fairly effective against the German light tanks in the area—two or three shots can bring the tanks down. Fortunately, there is plenty of cover in the Town Square area, even if it's only temporary, so use it to your advantage.



Two or three shots from Von Beck's gun can take a light tank down.



Move from cover to cover to advance.

The key to advancing in the Town Square is to thin the enemy out a little, then run up to a new piece of cover that's a little closer to the enemy emplacements. Take out the stationary objects like AT Guns and MG nests that are near your cover, then sprint to a new hiding place and go to work again.



Peeking around a corner.



Keep using the walls and alleys to advance.



Von Beck's pistol takes out a light tank.



Secure the Armory and snag a tank.

MONEY TIME

Money is short early in this mission, but if you stay on foot with Von Beck and use his pistol to take out a few light tanks and AT Guns, you can quickly earn enough FUs to support repairs on the Tanks that drop in after you capture the Armory. This is one place where it pays to save a little of your cash for the upcoming fight.



OBJECTIVE 2: CAPTURE THE ARMORY & OBTAIN TANK

With the Town Square secured, the next move is to capture the Armory. The Armory is important not only because it becomes a spawn point, and it allows you to build the full range of AT Guns, but also because after you capture it the Allies drop in a pair of Tanks for your use.



A tank shows up as you approach the Armory.

GIFTS FROM ABOVE

When the Motor Pool is in your control you can begin taking chances with your tanks because you know that you can always replace it by having another dropped in. In this case, however, the two Tanks that arrive at the Armory are one-off additions to your arsenal. If you lose these tanks in battle, there aren't going to be any replacements, so be very careful with them (until, of course, you capture the Motor Pool).



OBJECTIVE 3: CAPTURE THE MOTOR POOL

Hop into a Tank and move through the narrow gate, but be keenly aware that there's an AT Gun just inside the gate to the right. Destroy it and then repair any damage to the Tank before moving forward. This is also a great place to put down a .50 Cal MG nest or even an AA Gun to thin out the SS infantry that pour down this roadway.



Watch out for this AT Gun just past the gate.



Use DoD to beef up the road's defense.

Stop the tide of SS troops pouring down the road, then move out into the Barracks Area (see map). Don't linger on the main road, however, since several enemy tanks move back and forth between the buildings and pound you with shells. Move into one of the alcoves and go to work destroying whatever you see that's dangerous.



The AA Gun works well against the advancing soldiers.



MEDAL OPPORTUNITY

If you move to the eastern bit of land jutting out from this area you can earn a medal by destroying the Radar Tower there (see map).

OBJECTIVE 4: SECURE THE AIRFIELD & RADIO TOWER

The Airfield is extremely well-defended and the Radio Tower sits right in the middle of it. Even the path up to the Airfield has AT Guns awaiting your arrival, so be very cautious as you move forward. Be prepared to repair your vehicle repeatedly as you move up. Ultimately the Calliope is the best choice to bombard the Airfield defenses from afar.

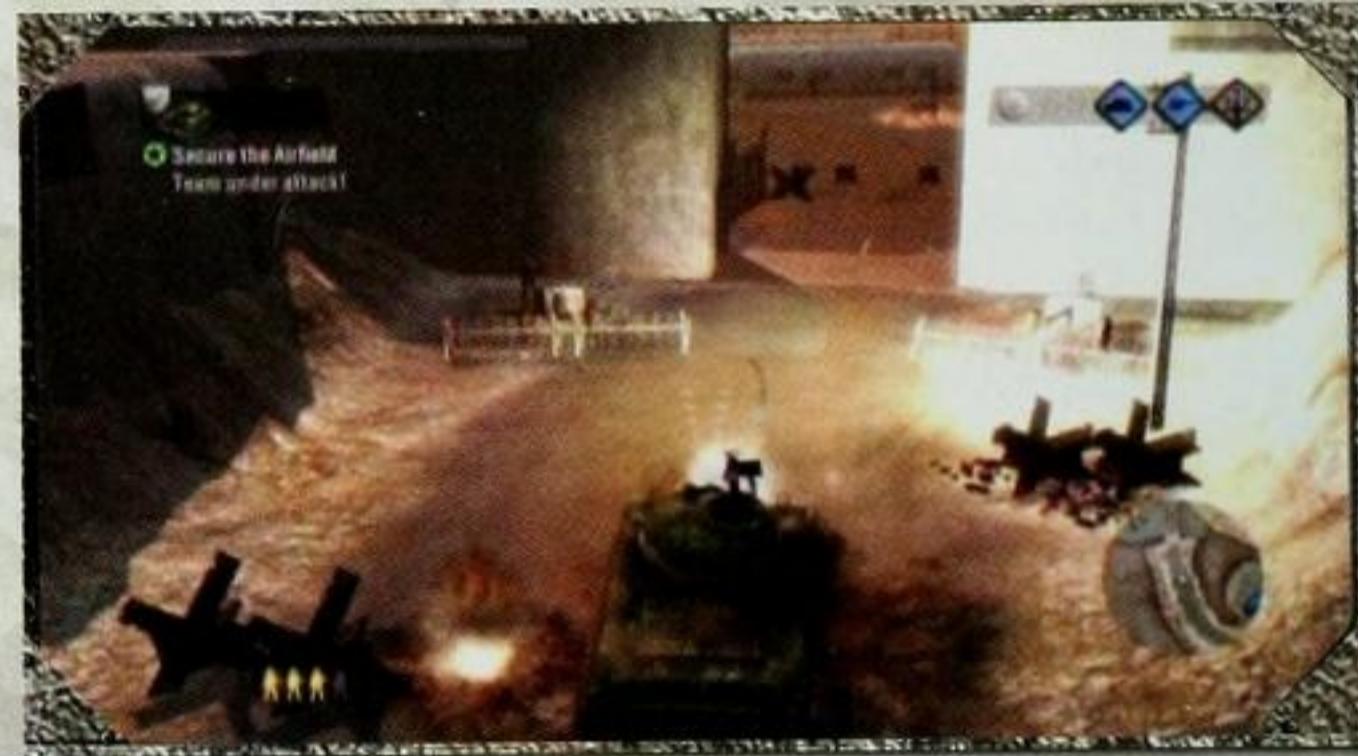


Whoa Nellie! The close-quarters fighting can be nerve-wracking.

Take out the remaining enemies and the tanks in the area, then move up to the Motor Pool and claim it as your own. Once secured, the Allied troops move up from the rear to support the area.



With the Motor Pool secured, you can call in any tank you want.



Bang bang, you're dead. The two AT Guns at the gate to the Airfield are a headache.



Use the Calliope to clear the way.

ARMORED TRAIN

Don't worry about the Armored Train that moves above the Airfield. It's a powerful and dangerous weapon, but it's better to avoid it rather than to try and destroy it since it's so very tough. If you spend time trying to destroy it then chances are other enemy tanks are going to flank you and destroy you whilst your attention is on the train car. This is the same train car that you commandeer later.



Move out to the Radio Tower and capture it, then hunker down and get ready for an unbelievable counterattack. Set up some AT Guns, MG Nests, and repair your squad and Tank because what's coming is going to be a handful.



Move in and take the Radio Tower by force.



The counterattack is vigorous.



Defend the Radio Tower to the death.

MEDAL OPPORTUNITY

Defending successfully against the German counterattack at the Airfield yields another medal.

► OBJECTIVE 5: CAPTURE STRATEGIC OBJECTIVE 2 & COMMANDER TRAIN

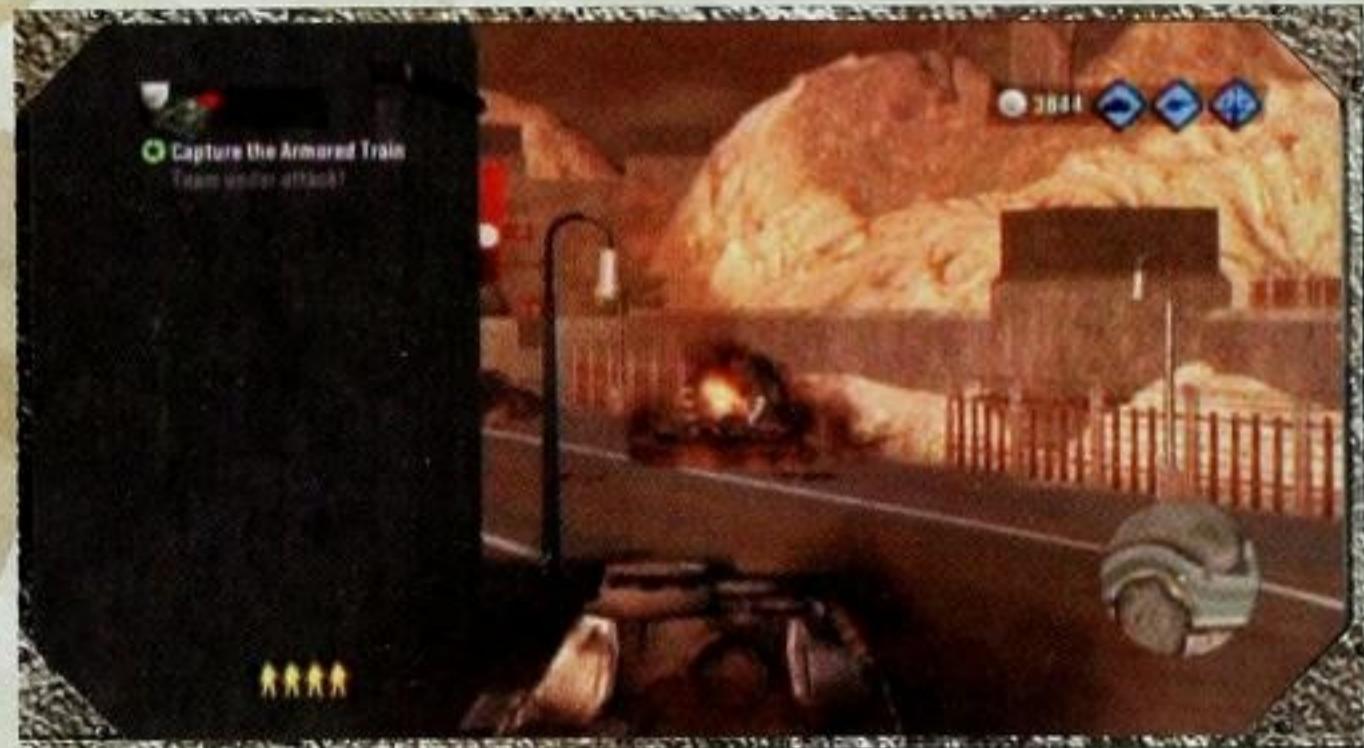
Now you must move up the pathway to Strategic Objective 2. The path is defended by troops and AT Guns—particularly watch out for the gun on the right as you enter the roadway.



This AT Gun is sitting off to the side and is easy to miss.



In the area in front of the Strategic Objective and the train are several Panzers just waiting to dance with you. Keep your snout back so as to reduce your profile to the enemy as much as possible, then just shoot when the enemy tanks move into your line of sight. Once the tanks are toast, move closer to the objective and the train, but be ready for more enemies to come parachuting in.



Park here and wait for the enemy tanks to come into your line of fire.

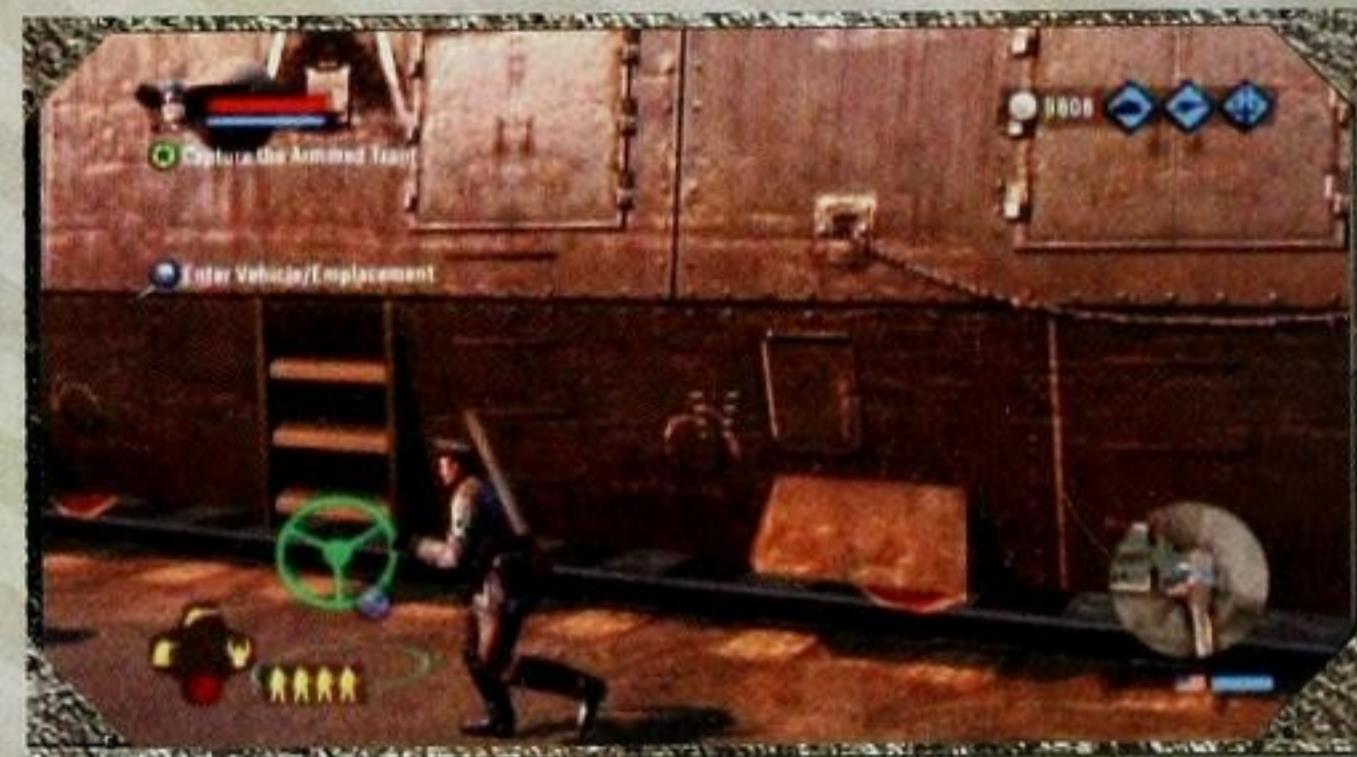


Even more enemies float down as you approach.

Once the area around the objective is clear you can move in and take the objective, repair the Armored Train Car, then jump in and get ready to roll.



Grab the Objective.



Time to get back in the saddle in the Armored Train Car.

► OBJECTIVE 6: TAKE THE TRAIN TO THE FORTRESS

The train track runs around the fortress in a large circle. The Armored Train Car is the same as the train car you used in *Mission 8: Sole Survivors*. If you remember, the car is heavily-armored and has a powerful cannon that fires about once every 1.5 seconds (fairly fast). The other important thing to remember is that the train can destroy an enemy tank just by ramming it, so having a head of speed isn't necessarily a bad thing. Hop in and start rolling up the track, picking off the enemy infantry and armor as it approaches.

As you come to the Airfield area, notice that the Germans have a substantial force there again. Move back and forth on this portion of track and take the enemy out, or keep moving around the track toward the final destination.



Roll over whatever is before you.



If the train takes a lot of damage, get out and repair it. It's a necessity here, not a luxury.



When you pass the Airfield the Germans drop in a lot of hardware.



► OBJECTIVE 7: SECURE INNER COURTYARD & MOUNT TRAIN CANNON

You come around the corner to find a German rocket halftrack just behind the Cannon Car. Destroy the Halftrack then gingerly move up to the Cannon Car and push it toward the Inner Courtyard (see map).

Once the Cannon Car is in the Inner Courtyard, use the gun on the Armored Train Car to destroy the two Panther Tanks as quickly as possible. It's also critical to destroy the two AT Guns in this area. Getting out to repair the Armored Train Car is a distinct possibility here.



Push the Cannon Car into the Inner Courtyard.



Take out the AT Guns and the two Panthers.



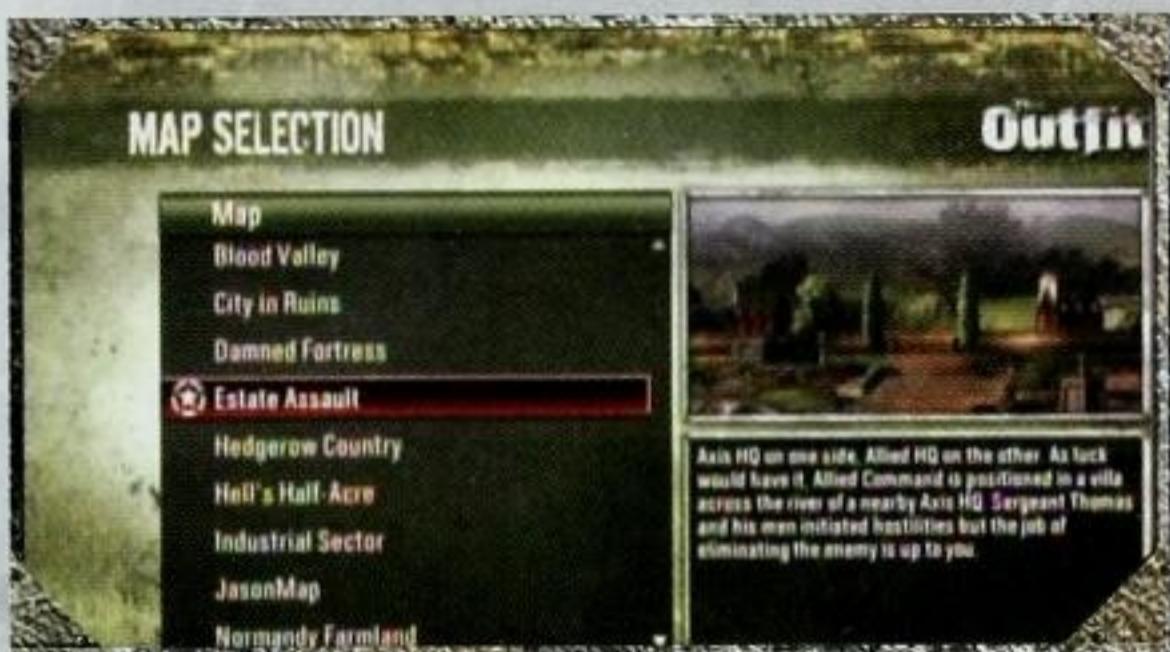
Climb up into the Cannon Car.



A Job well done.

When the enemy presence is destroyed, get out of the Armored Train Car and move to the Cannon Car. Enter the Cannon Car to end the mission.

Multplayer Action



Multiplayer action in *The Outfit* includes 12 multiplayer-only maps.

Part of what makes *The Outfit* such a fantastic game are the many Multiplayer maps available. These maps offer users the chance to play head-to-head against multiple enemies in three classic gaming modes. The multiplayer experience doesn't end there, however, since a two-player cooperative mode is included for the single-player campaign as well. This chapter takes a look at multiplayer gaming, including detailing each of the multiplayer maps.

MULTIPLAYER MODES

Before getting into the nitty gritty of the multiplayer maps, let's examine the various multiplayer modes. Once you've selected Multiplayer from the Main Menu, you are given a list of four options before moving forward. These options are:

XBOX LIVE

Select this to join up with other gamers all over the world via Microsoft's Xbox Live service.

SPLIT SCREEN



This option allows you to play against a friend on the same Xbox unit. The screen is split vertically so that you can

both play simultaneously on the same system/TV.

SYSTEM LINK

This option is for those folks that have two complete systems that can be linked together so that each player has a full screen to view.

INSIGNIA SELECTION

There are 13 Insignias to choose from, including War Pigs, Thunder, The Reaper, The Judge, The Chief, The Beast, Stars & Stripes, Relic, Fluffy Bunny, Disgruntled Bunny, Diamond Back, Death from Above, and Bomb Shell.



CO-OP (COOPERATIVE)

The Co-Op option (which is available under the Multiplayer Menu off of the Main Menu) allows you to play the single-player campaign (or any mission from it) with another player. This is a lot of fun and ultimately it makes the single-player game slightly easier since there are two players working together to achieve the same goal. In fact, playing cooperatively makes the single-player game fresh again, making it a blast to play through a second time.



Playing cooperatively is a blast.

VERSUS

The Versus multiplayer mode allows you to play against one or more enemies and/or teammates on one of 12 distinct multiplayer maps. The Versus Mode offers up quite a few options, making each map fertile ground for many fun-filled battles. Within the Versus menu there are several options for altering the nature of each game, including three distinct game types: Deathmatch, Destruction, and Strategic Victory.



INDIVIDUAL GAME SETTINGS

The settings noted below for multiplayer games (for resources etc.) are the default values that are supplied in *The Outfit*. These settings can be changed in the Game Settings Menu if you so choose.

Strategic Victory

Initial Command Points:	150
Starting Resources:	400 FUs
Respawn Delay:	15 Seconds
FU Crate Drops:	300 Seconds
Time Limit:	N/A

This version of the game ties the most closely into the single-player version. In the Strategic Victory game the goal is to capture the Strategic Objectives scattered throughout the map. Controlling the enemy's key points triggers victory for you. In these games Field Unit management, *Destruction on Demand* unit placement and defensive/offensive strategies play a large roll in the game's outcome.

Destruction

Initial Command Points:	N/A
Starting Resources:	1000 FUs
Respawn Delay:	15 Seconds
FU Crate Drops:	300 Seconds
Time Limit:	5 Minutes

Destruction offers a new twist in that the winner is the player with the largest number of Field Units (FUs) acquired during gameplay. Don't be afraid to spend FUs as they are earned; all earned FUs are counted toward the end result, so you don't have to worry about spending your FUs and losing their credit during gameplay.

Deathmatch

Initial Command Points:	N/A
Starting Resources:	400 FUs
Respawn Delay:	15 Seconds
FU Crate Drops:	300 Seconds
Time Limit:	15 Minutes

Deathmatch is the classic game where the player with the most kills at the end of the timed game is the winner. Killing the enemy is the #1 priority, which means getting your hands on the best weapons becomes very important indeed.

Game Settings

The five categories in the Game Settings Menu are presented below along with the range of variance that is allowed:

- **Starting Resources (FUs)** – 0, 200, 400, 600, 1000
- **Respawn Delay (Seconds)** – 0, 5, 10, 15, 20
- **FU Crate Drop (Seconds)** – None, 200, 300, 400
- **Time Limit (Minutes)** – 5, 10, 15, 20, 25
- **Initial Command Points** – 50, 150, 300, 500

FU CRATE DROPS

Field Unit Crate Drops are just what they sound like. If the FU Crate Drop is set to 200 seconds, then every 200 seconds an FU Crate containing 200 FUs drops into the field of battle. This constant influx of money adds to the suspense in many of the games.

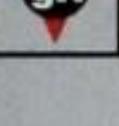


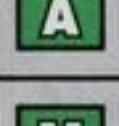
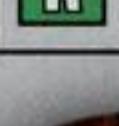
An FU Crate drops (on the left side of the screen).



MULTIPLAYER MAPS

This section displays each of the 12 Multiplayer Maps, showing where the key strategic locations are for each of them as well as the starting positions for both Axis and Allied teams.

	ALLIED OCCUPIED ARMORY
	GERMAN OCCUPIED ARMORY
	ALLIED OCCUPIED MOTOR POOL
	GERMAN OCCUPIED MOTOR POOL
	ALLIED OCCUPIED RADIO TOWER
	GERMAN OCCUPIED RADIO TOWER

	ALLIED OCCUPIED STRATEGIC OBJECTIVE
	GERMAN OCCUPIED STRATEGIC OBJECTIVE
	UNOCCUPIED STRATEGIC OBJECTIVE
	UNOCCUPIED ARMORY
	UNOCCUPIED MOTOR POOL
	UNOCCUPIED RADIO TOWER

BLOOD VALLEY

Blood Valley is aptly named. Crops grow very well in the confines of the valley. Some say that it's because soldiers have been fighting and dying in this canyon for millennia. The key locations in this map are shared between the two sides, making the dash to capture the Motor Pool particularly harrowing.



Blood Valley.



CITY IN RUINS

With the city leveled by heavy artillery, the civilians that were once here are long gone. Now it's time to see if it's the Allied or the Axis who have the guts to capture this area and take hold of the spoils of war. Each side has an Armory and a Motor Pool near their starting points. The Radio Tower is the objective that the two sides must fight over, and owning it could make the difference.



That said, there are some great Armored Trains that can be used by either side to tilt the battle in one or the other's favor!



City in Ruins is a desolate area, and dangerous as well.

DAMNED FORTRESS

The Fortress has stood witness to the passing of armies for centuries. Now another battle will take place on its bloodstained hillside. The Allies need to eliminate this German HQ if they want to move any further into Normandy without heavy artillery raining down on their flank. In this mission, the Germans hold three Strategic Objectives, and they have the advantage of being in a fortress, but the Allies start closer to the Motor Pool (and there is only one), giving them an advantage with their armor.



The Allies have immediate access to armor in Damned Fortress



ESTATE ASSAULT

Axis HQ on one side, Allied HQ on the other. As luck would have it, Allied Command is positioned in a villa across the river of a nearby Axis HQ. Sergeant Thomas and his men initiated hostilities but the job of eliminating the enemy is up in the air. While there are two Radio Towers on this map, there is only one Armory and Motor Pool. The central road that leads directly from one HQ to the other is bound to be the most dangerous place to travel, so the best path to the Motor Pool and Armory is usually through the fields. The Armory and Motor Pool are slightly closer to the German side, but the Allies are slightly closer to their Radio Tower.



An Allied Artillery Strike can really soften the Axis defenses at their HQ.



The central road leads directly to the two HQs.





HEDGEROW COUNTRY

Artillery is about to break the morning silence over Normandy as the Axis prepare to bring their forces to clash with the Allies. The map contains a fairly large amount of distance between the enemy starting positions, and since both have a Motor Pool right off the bat, this mission has all the makings for a major tank battle. The Radio Tower lies closer to the Axis side, while the Armory favors the Allies.



The Germans are likely to capture the Radio Tower first.



HELL'S HALF ACRE

The V1 facility off the coast of France has been launching its rockets at London for far too long. The Allies need to move in and stop this Axis menace from pummeling the homeland any longer. This map encourages dangerous fun because the area is so compact. There is nowhere for anyone to run, and the fighting tends to be extremely intense. If the Allies can beat the Axis to the Motor Pool then they have a fighting chance against the German defenses near their starting point (which consist of AT Guns and MG nests).



This area is very compact, therefore the fighting is extra fierce.



► INDUSTRIAL SECTOR

Located on the Ruhr valley, this last reserve of German manufacturing power is in danger of being destroyed. The Motor Pool favors the Germans in this mission, but if the Allies are quick they can take both the Radio Tower and the Armory while the Germans tie themselves up securing the Motor Pool. Still, with the Motor Pool being of such importance, it's easy to predict that the area around it is likely to be hotly contested. Use the trains to get around the perimeter of the map quickly and safely.



Meeting head-to-head on the perimeter train tracks.



► NORMANDY FARMLAND

Where once existed a beautiful harvest, despair has been sown. The Germans attempt to control the area as do the Allies in the farmland of Normandy. Both sides start this map with a Motor Pool, making the Radio Tower and the Armory the key locations. The Armory is considerably closer to the German side, making it possible for them to create a defensive 'Maginot' type line of artillery.



OPPOSING FORCES

This hilly countryside, ancestral home to the Marichere Matte family, is about to bear witness to the Allied juggernaut as forces attempt to liberate the surrounding area. The Axis forces may have something to say about that. This is another wide-open map with only one each of the key buildings. Since four of the six objectives are in the northern portion of the map, it's a safe bet that the action is going to be up there.



MULTIPLAYER

PUSHED TOO FAR

Outnumbered, relying on their high ground advantage, do the Germans have any chance of surviving the impending Allied attack? The answer to that question is 'yes, they do'. The Germans start on this map with both an Armory and a Motor Pool. If they are very aggressive they can move to capture one or both of the Armory and Motor Pool in the south before the Allies get there!



The Germans have a huge height advantage in their defensive battlements.



THE BURG BATTLE

This German port city is a vital link to the ore rich regions in the north. A massive battle is underway as hundreds of soldiers and vehicles head for the area. The relatively confined spaces and the immediate access to armor mean that this is usually an epic battle situation. Sprint for the objectives as fast as possible, but don't forget to defend your base.



Armor is available to both sides from the beginning.



URBAN COMBAT

This tightly-controlled region has a German base entrenched at its north end. Sergeant Murph along with The Outfit is here to clean out the city's oppressors.



MULTIPLAYER MEDALS & UNLOCKABLES

This portion lists the Medals and Unlockables that are specific to the Multiplayer game.

MULTIPLAYER MEDAL OPPORTUNITIES

Wounded in Action	Awarded for an average lifetime shorter than 30 seconds in Ranked Quick Match games.
Master of Capturing	Awarded for capturing more than 10 objectives in a single Ranked Quick Match game.
Great Score	Awarded for achieving a score greater than 350 in a single Ranked Quick Match game.
Lightning Victory	Awarded for achieving victory in less than two minutes in any Ranked Quick Match game.
Prisoner of War	Awarded when your total number of losses exceeds 200 in Ranked Quick Match games.
Victories Keep Piling Up	Awarded for winning 500 Ranked Quick Match games.
Persistence Counts	Awarded for dying 1000 times in Ranked Quick Match games.
Infantry Killer	Awarded for 1000 infantry kills in Ranked Quick Match games.
Vehicle Killer	Awarded for 200 vehicle kills in Ranked Quick Match games.
Emplacement Killer	Awarded for 250 emplacement kills in Ranked Quick Match games.
Great Shooting	Awarded for accuracy greater than 40% in a single Ranked Quick Match game.
Marksman	Awarded for accuracy greater than 25% over your Ranked Quick Match game career.
Feared	Awarded for more than 15 enemy player kills in a single Ranked Quick Match game.
Clear Winner	Awarded for victories totaling 1000 Command Points in Ranked Quick Match games.
Guns Blazing	Awarded for an average score of over 18 per minute of play in Ranked Quick Match games.
Focused Fire	Awarded for killing enemy players at a rate of 1.7 or greater per minute of play in Ranked Quick Match games.

MULTIPLAYER UNLOCKABLES

This is a list of the medals that are required to unlock specific weapons in the Multiplayer portion.

Heavy Bazooka (Deuce Williams)	Great score medal
Anti-Tank Rifle (Deuce Williams)	Emplacement killer medal
Submachine Gun (Tommy Mac)	Lightning victory medal
Light Machine Gun (Tommy Mac)	Victories Keep Piling Up medal
Rifle (J.D. Tyler)	Great Shooting medal
Sniper Rifle (J.D. Tyler)	Marksman medal, Feared medal
Panzerfaust (Hans Von Beck)	Clear Winner medal
Panzerschrek (Hans Von Beck)	Vehicle killer medal
MG34 (Victor Morder)	Infantry Killer medal
MG42 (Victor Morder)	Guns Blazing medal
Rifle (Nina Diederich)	Master of Capturing medal
Sniper Rifle (Nina Diederich)	Focused Fire medal



Cheats, Medals, Unlockables

While some of this information occurs elsewhere in the book, we wanted to include it here as a one-stop reference area. This section includes the lists for Unlockables, the lists for Medals, and a short discussion about the Cheats.

MEDALS — SINGLE-PLAYER

Medals are earned when some preset criteria has been met during gameplay. This lists all of the Medal opportunities, but they are also mentioned individually in the walkthrough portion of this book.



You can check to see which medals you have already unlocked.

Mission	Medal	Requirement
Mission 1	Air Defense	Shoot down at least 5 Nazi Stukas
	Combat Aid	Protect at least 5 of the Allied paratroopers
Mission 2	Troop Car Destroyed	Destroy the Axis troop car
	Searchlights Destroyed	Destroy all Nazi spotlights in the mission
Mission 3	Destroy the Nazi convoy	Convoy Ambush
	Propaganda Destroyed	Destroy the Nazi propaganda statues
Mission 4	Tank Crew Rescue	Protect the Allied tank crew
	Reinforcement Rescue	Protect the Allied paratroops from Nazi Stukas
Mission 5	Allied Rescue	Protect the Allied soldiers at the armory
	Panther Tank Capture	Secure the Nazi Panther (Must locate Allied engineers to activate this medal)
Mission 6	Transport Ship Destruction	Destroy the offshore transports
	Submarine Destruction	Destroy the Nazi submarines
Mission 7	Train Destroyed	Destroy the Armored train
	POW Savior	Protect the Wehrmacht POW's
Mission 8	Fuel Depot Destroyed	Destroy the Nazi fuel barrels
	Allied Savior	Protect the Allied emplacements from Nazi Panzers/Panther
Mission 9	Howitzer Defense	Protect the Allied emplacements from Nazi Stukas
	Tank Column Destroyed	Destroy Nazi tank column
Mission 10	Prototype Jet Destroyed	Destroy Nazi prototype jet
	V1 Rockets Destroyed	Destroy the Nazi V1 rockets
Mission 11	AA Guns Destroyed	Destroy all the Nazi Flak guns
	Bunker Defense	Protect the Wehrmacht bunker from Nazi SS
Mission 12	Radar Tower Destroyed	Destroy the Nazi radar tower
	Airfield Saved	Defeat the Nazi counterattack at the airfield
End Mission 12	Game Completion Award	Awarded for completing the single player campaign

MEDALS — MULTIPLAYER

Medal	Requirement
Wounded in Action	Awarded for an average lifetime shorter than 30 seconds in Ranked Quick Match games.
Master of Capturing	Awarded for capturing more than 10 objectives in a single Ranked Quick Match game.
Great Score	Awarded for achieving a score greater than 350 in a single Ranked Quick Match game.
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Marksman	Awarded for accuracy greater than 25% over your Ranked Quick Match game career.
Feared	Awarded for more than 15 enemy player kills in a single Ranked Quick Match game.
Clear Winner	Awarded for victories totaling 1000 Command Points in Ranked Quick Match games.
Guns Blazing	Awarded for an average score of over 18 per minute of play in Ranked Quick Match games.
Focused Fire	Awarded for killing enemy players at a rate of 1.7 or greater per minute of play in Ranked Quick Match games.

UNLOCKABLES: DESTRUCTION ON DEMAND (SINGLE-PLAYER)

Mission	Unlockables
Mission 1: Beyond the Beachhead	37mm Anti-Tank gun, .30 Cal machine gun nest, 4x4, Halftrack, Tank, Air Strikes(all unlocked during mission)
Mission 2: Into the Fray	37mm Anti-Tank gun, .30 Cal machine gun nest, .50 Cal machine gun nest, 4x4, Halftrack, Crocodile tank(unlocked during mission)
Mission 3: Yo Adrienne	37mm Anti-Tank gun, .30 Cal machine gun nest, .50 Cal machine gun nest, 4x4, Bazooka 4x4, Halftrack, Air Strikes, Tank(unlocked during mission),
Mission 4: Mortain	37mm Anti-Tank gun, .30 Cal machine gun nest, .50 Cal machine gun nest, 4x4, Halftrack, Air Strikes, Tank
Mission 5: Assault on Rochereau	37mm Anti-Tank gun, 57mm Anti-Tank gun, .30 Cal machine gun nest, .50 Cal machine gun nest, 4x4, Bazooka 4x4, Halftrack, 75mm Halftrack, Tank, Air Strikes
Mission 6: See the Light	37mm Anti-Tank gun, .57mm Anti-Tank gun, .30 Cal machine gun nest, .50 Cal machine gun nest, 4x4, Bazooka 4x4, Greyhound, Halftrack, 75mm Halftrack, Tank, Air Strikes
Mission 7: Sole Survivors	37mm Anti-Tank gun, .57mm Anti-Tank gun, .30 Cal machine gun nest, .50 Cal machine gun nest, 4x4, Bazooka 4x4, Halftrack, 75mm Halftrack, Tank, Crocodile, Air Strikes
Mission 8: Vengeance	All Allied items except the Calliope tank and artillery.
Mission 9: Crossing Over	All Allied items. All Nazi items except for the Panther tank.
Mission 10: Iron Zeppelin	All Allied & Nazi vehicles and emplacements.
Mission 11: The Gates of Hell	All Allied & Nazi vehicles and emplacements. Air Strikes (unlocked during mission), Artillery (unlocked during mission)
Mission 12: The Fortress	All Allied & Nazi vehicles and emplacements.

UNLOCKABLES: CHARACTER WEAPONS (SINGLE-PLAYER)

Unlockable	Character	Requirement
Heavy Bazooka	Deuce Williams	2 single-player medals
Rifle	J.D. Tyler	4 single-player medals
Submachine Gun	Tommy Mac	6 single-player medals
Anti-Tank Rifle	Deuce Williams	8 single-player medals
Sniper Rifle	J.D. Tyler	12 single-player medals
Light Machine Gun	Tommy Mac	14 single-player medals
Panzerschrek	Hans Von Beck	18 single-player medals

UNLOCKABLES: CHARACTER WEAPONS (MULTIPLAYER)

Unlockable	Character	Requirement
Heavy Bazooka	Deuce Williams	Great score medal
Anti-Tank Rifle	Deuce Williams	Emplacement killer medal
Submachine Gun	Tommy Mac	Lightning victory medal
Light Machine Gun	Tommy Mac	Victories Keep Piling Up medal
Rifle	J.D. Tyler	Great Shooting medal
Sniper Rifle	J.D. Tyler	Marksman medal, Feared medal
Panzerfaust	Hans Von Beck	Clear Winner medal
Panzerschrek	Hans Von Beck	Vehicle killer medal
MG34	Victor Morder	Infantry Killer medal
MG42	Victor Morder	Guns Blazing medal
Rifle	Nina Diederich	Master of Capturing medal
Sniper Rifle	Nina Diederich	Focused Fire medal

CHEATS

The Cheat Menu allows you to unlock cheats as more Medals are obtained. Increasing the number of Medals in your possession also increases the number of cheats that become available as well. Cheats can come in very handy, but be aware that if you have a cheat active, you cannot earn Medals in any missions you play. That said, it's best to earn all the medals and then play with the cheats after the game is complete.

Cheat	Medals
Unlimited Sprint	4 medals
Faster Health Regeneration Rate	8 medals
No Weapon Overheat	12 medals
Unlimited Field Units	17 medals
Insane Damage Multiplier	21 medals
Mega Health	25 medals

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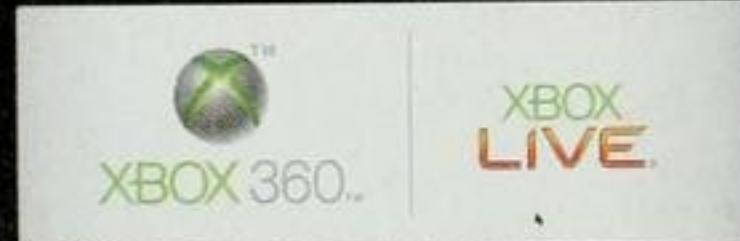
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